THE UNIVERSE'S BEST-SELLING SPECTRUM MAG!

God rest ye merry Spec-chums

YOUR SINCLAIR

£2.50 ISSUE 85 JAN 93

MEGA MERRY CHRISTMAS!

WIN 169 ALTERNATIVE GAMES

WITH WINTER WARMING FREE TAPE AND AN EQUALLY FREE TAPE HEAD CLEANER • SPECIAL GIFT-LADEN CHRISTMAS ISSUE

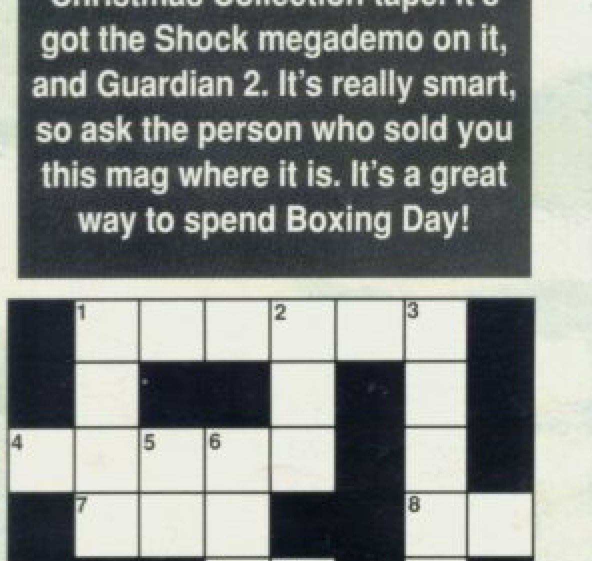


Drat! Your free tape head cleaner should be plastered over my lovable mug! Ask the newsagent where it's gone. After all, it's your Christmas present from the YS team. Woof!



HAVE A SPECCY CHRISTMAS!

You don't want to read this. You want to gaze lovingly at the YS Christmas Collection tape. It's got the Shock megademo on it, and Guardian 2. It's really smart, so ask the person who sold you this mag where it is. It's a great way to spend Boxing Day!



O go all ye faithful to page 50

A SKINHEAD, A WONDERDOG AND A CHIMP CALLED BIFF – IT'S THE BEYOND BELIEF STORY!

CLOCK THIS!

It's a New Year Sports Special! • Football Manager 3 arrives on the Speccy • Plus! International Tennis on the centre court • On the SAM – Dyzonium • Christmas with the Picos – Spec Tec Jr investigates • And! A trunkful of tips, an extra festive-length Program Pitstop and the completely super Steve's Programming Launderette • The festivities start here. Hip hip hurrah!

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YOUR SINCLAIR ABC 40,648

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CONTENTS J

Christmas greetings, Spec-chums! Welcome to issue 85 – the Christmas issue. You'll probably notice a new ad in this ish – one with Games Master written all over it. Why are we advertising Games Master the telly programme? Well, we're not. Future, home of YS, has got a brand new mag that's edited by none other Jim Douglas. Any bells ringing? Well, there should be – he used to edit Sinclair User! Also on the team is another old Spec-chum – James Leach. (Don't know where they picked him up from!) With that background it has to be a beaut mag.

That's enough about other mags, back to YS. (Hurrah!) This month we've got all the usual games and letters and techy bits plus something very different altogether. It's a feature all about a software house. Jim Scott from Beyond Belief came along to the Shed with a basketful of games and news and photos of his office in Higham Ferrers, Northamptonshire... Crikey, I thought Jon's desk was untidy!

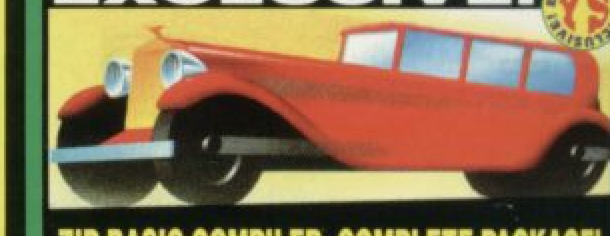
You can read all about his visit on page 41, but before you do that the whole YS crew would like to wish you an incredibly happy Christmas and a decidedly spiffy New Year.

Goodbye
Lots of love,
Linda ✿

ISSUE 85 / Jan 93

CHRISTMAS COLLECTION YOUR SINCLAIR

EXCLUSIVE!



ZIP BASIC COMPILER: COMPLETE PACKAGE!



GUARDIAN 2 COMPLETE GAME!



SHOCK PD MEGADEMO!

PLUS! BORED OF THE RINGS PART TWO, LOADS OF XMAS POKES AND SILLY INVADERS. SPEC-CHUMS OF THE WORLD, REJOICE!

THE FUN AND GAMES START ON PAGE 4

42 BEHIND THE SCENES AT BEYOND BELIEF

Beyond Belief are one of the country's newest software houses. We talk to Jim Scott about games, games, more games, a few more games and the Speccy scene. Catch up on BB's latest releases, find out what happened to all those games we reviewed but you haven't seen in the shops and find out once and for all what all this W Scribo nonsense is really about!



NEXT ISSUE ON SA

JANUARY • 85

CRIKEY, IT'S THE GAMES SECTION!





41



Christmas avec les Picos

Spec Tec Jr pulls his hat down over his eyes, loads up his pockets with festive goodies and takes a trip to visit a variety of Picos.

10



YS/Alternative Christmas compo

Win absolutely every single Alternative game ever and a big bag to carry them home in. Double hurrah with holly berries on it!

LE JANUARY 5TH



Linda Barker Editor • AKA: A little cherub • Christmas message: May the spirit of Christmas overflow from your hearts and boots. Peace and love to all, and mine's a glass of ginger wine.



Andy Ounsted Art editor • AKA: Teddy Bear • Christmas Message: Punk's not dead. (Erm how about something a bit more festive, Andy? Ed) Oh come all ye faithful, punk's not dead. Hallelujah!



Jon Pillar Staff writer • AKA: Sunny Boy • Christmas Message: The end of the year's upon us, a time for contemplation of all things Christmassy.. Bah, humbug!



CHRISTMAS COLLECTION

Season's greetings to one and all! (Whatever that means.) Christmas is a time for giving, so here are two games, a spanking utility, something very silly and a PD megademo. Plum duff!



Boost your BASIC with the amazing ZIP COMPILER, over on page six!

Or get spacey with GUARDIAN 2 just over there. It's Stargate on the Speccy!





SHOCK the megademo is on page five. And it's fab.

Get lost in BORED OF THE RINGS PART TWO on page five.





Turn to page six – the INVADERS strike again!

While POKERAMA gets festive on page six!



GUARDIAN 2

YS TOP 100 GAME

Hi-Tec Software
Load in 48K mode

COMPLETE GAME

This, number eighty-five in the YS Top 100 Games Of All Time, and Jon's What a Barg! number one shoot-'em-up, is a spot-on conversion of the arcade game *Stargate* (the sequel to the immortal *Defender*). Now, in this age of mangy platform games the less wrinkly Spec-chum may not have heard of this historic blazerama, so here's the lowdown (with all the names changed, natch).

You're the Guardian, defender (ho ho) of a colony of humans, and have to zap all the aliens on each level. The most important of these nasties (glance down there for a full list) are the raiders. These will land on the planet surface, pick up humans and attempt to lift them out of the planet's atmosphere. If they succeed, your poor little blokey is lost, and the raider becomes a mutant. (Very nasty.) Furthermore, if all the humans are lost, the planet explodes, leaving You versus Them in the emptiness of space. (Not nice.)

But soft! If you shoot a raider as it's wafting away with a human, you can catch the falling earthie for a jolly bonus. Hurrah! (Don't miss.)

To aid you in your quest to wipe out all known forms of alien life, you've got several clever boxes stuck on your ship. The scanner gives a complete picture of the planet surface, so you know exactly where everything is. (Each alien is colour-coded, y'see.) In addition to your devastatingly effective laser, you've got smart bombs, which destroy everything on the screen at that moment, and an energy cloak, which turns you invisible and invincible for a short while. Yip yip!



Guardian 2 is quite probably the fastest mover on the Speccy. You won't believe the rate at which everything bombs around. Oh, and it's a brilliant game as well.

There are a couple of other interesting things on the screen. The Hive Convergence Indicator indicates when the hives will converge (natch) while the hypergate is even more important than that. Flying through it will whisk you instantly to the scene of a naughty kidnapping, and if you catch five humans but don't drop them off, then fly through the gate, something Really Splendid will happen. Oh, and every five levels you'll get a new planet and more humans (if you survive a particularly tough shootout).

And that's about it. Jon bought *Guardian 2* when it first came out, and after years of practice has scored 90800 on Leven Seven. Can you beat that? *(Easily! Readers' voices) (I'll have you know I broke 100,000 and got to Level Eleven once, you scamps. Jon)*

CONTROLS

Wimpy Kempston joystick or true to the arcade original keyboard controls S – up, X – down, SPACE – reverse, M – thrust, K – fire, Q – smart bomb, P – cloak, H – hyperspace, J – select joystick, K – select keyboard, 1 – one-player game, 2 – two-player 'un. Eek!



SHOCK

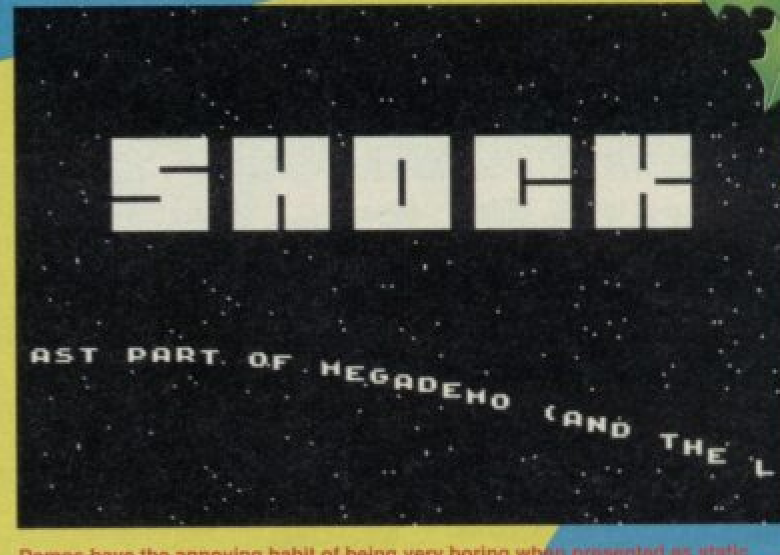
ESI
Load in 48K mode

PD MEGADEMO

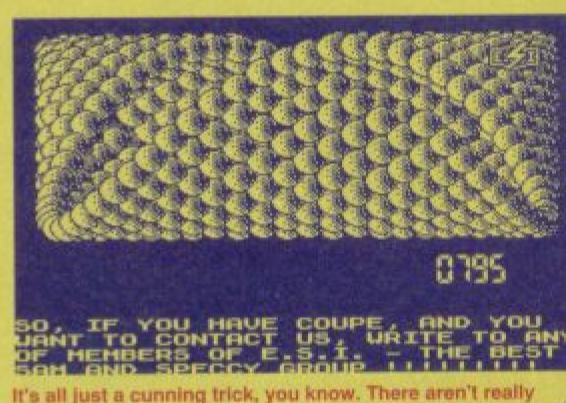
Yup, that's right. It's that 92% rated PD megademo from famous Polish people ESI. The first thing to note is that (thanks to the late-night efforts of Jon 'Jonty' North) we've taken out all the naughty bits, so you can now safely show the demo to your pets without exposing them to the tougher side of life. The second thing to note is that the whole demo comes in eight parts and runs to 100K of code. Caramba! Not even YS could possibly cram that much program onto a C15 and still leave room for the other goodies as well. So what we've done is to take the separate parts, squash them into one huge lump and split that up into three fast-loading, archived code blocks.

Hassle bit!

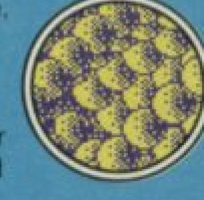
This rather worryingly techy term means that you can't run the demo directly from the covertape. What you have to do is arm yourself with a C90 blank tape (ie, an ordinary audio cassette) and load up side two of the covertape. When it finishes loading, the archive program will print the message 'Insert blank tape then press SPACE to save Shock megademo.' That's your signal to slip the blank tape into the cassette deck, start recording and press SPACE. *(Who'd have guessed it, eh? Ed)* Parts One to Three of *Shock* will now save out in a runnable form. When the prog has finished, it will print 'Insert Your Sinclair covertape and press play to load next bit.' Put your covertape back in the cassette deck and press play. (You see? Easy, isn't it?) When you get the funky 'Insert blank tape' message again, swap the tapes and press SPACE. You guessed it – Parts Four and Five of the demo will now save out in a runnable form. When the saving has finished, you'll again get that friendly message about putting your YS covertape back in the cassette recorder. Follow the same procedure as before to save out Parts Six to Eight. You'll now get the message 'Transfer completed: you now have a runnable copy of *Shock* megademo.' And, by George, if the Egyptian goddess of good fortune has found time in between games of canasta to bless you with her presence, you should indeed have just such a thing.



Demos have the annoying habit of being very boring when presented as static screenshots. Y'see, there's usually so much going on that mere pictures can't do 'em justice. Strangely enough, that's exactly the case here.



It's all just a cunning trick, you know. There aren't really 795 balls on the screen. It just looks that way. Kaz is simply an ever so clever programmer. Don't worry about it.





Triv fact – the original version of this billions-of-colours-on-screen demo didn't work on all 128Ks. But, thanks to Vision of The Mad Guys, you too can enjoy this amazing effect and feel sick. What a guy, eh? He's a star and no mistake.

Actually running the megademo bit!

Phew. Hassle bit over. Reward yourself with a sugared kiwi fruit then reset your Speccy, put it into 48K mode and start your fresh, runnable *Shock* tape. Lo and bèhold, you'll get a... scrolly message. Don't panic! Just leave the intro part running for a bit and see what happens. Wow, eh? When you've finished with the intro press SPACE to move on. In fact, pressing SPACE will whisk you from part to part until you reach the end. If you press SPACE a bit too swiftly and break into the program, just press C (for CONTINUE, natch) and you'll carry on. Hurrah! (Well worth the slightly hassley bit to get it up and running, eh?)

CONTROLS

The record button on your cassette recorder. Oh, you mean after de-archiving it... in that case, SPACE and some sharp reflexes to stop the tape in between parts. Also, a comfortable chair to slump into after you see what ESI can make your Speccy do

BORED OF THE RINGS (Part Two)

Delta 4/Zenobi Software

COMPLETE ADVENTURE

On with the pointedly ridiculous quest to destroy the Great Ring. (For the benefit of those who missed last month's issue, you're Fordo, the gullible boggit entrusted with the task of destroying the ring and getting out alive.) First of all, throw away any notion you have of good taste (the game is written by Fergus McNeill after all). Now prepare to tackle a disreputable pixie, troll logic, a nasty Nazal and loads of silly jokes as you try to escape from the dread Maze of Morona. And you needn't worry if you didn't manage to complete the first part – thanks to the wonder of Nigel Guppy and his Electric Fingers, we've managed to dispense with the passwords for Part Two, so you can load it straight up and get stuck in. Or load it straight up and get stuck. But whatever you may think, it is possible to get through the maze. Just be sure to check everywhere and do everything before you venture through its forbidding and nastily artexed portals.

Be here next month for the still not-at-all serious finalé to the *Bored Of The Rings* saga.

CONTROLS

An opposable thumb, a small compass and several extra clumps of hair to tear out and distribute frustratedly

ZIP version 2.6

Simon N Goodwin

COMPLETE PACKAGE

We're going techy mad here at YS. Conclusive proof in the form of a gigantic watermelon called Ludwig has shown that loads of Speccy owners are ever so keen on dipping into the wonderful world of programming. So (assuming you know a smattering of BASIC, and you're having a fine old time with Steve's Programming Launderette) you can now transform your lovely but lethargic BASIC programs into still lovely but superfast machine code 'uns – all thanks to the clockwork and string marvels of Simon N Goodwin's *ZIP Compiler*.

Impatient people can turn to page twenty-two for the full instructions to this amazo utility, while the rest of us have a quick look at the sporadically accurate history of the program.

Back in 1984, when YS was Your Spectrum and as techy as could be, Simon N Goodwin published a program over five issues called *ZIP*. It was mostly BASIC with a chunk of machine code on the end, and (spook!) it was a pretty darn clever BASIC compiler. (The first thing you were supposed to do with it was get it to compile itself!) Over the next few years, Simon updated the program, until *ZIP 2* was released to the readers of Crash in 1986. The new version still had a bit of BASIC in it (to handle the exceptionally fiddly bits) but all agreed it was a monstrously cunning thing.

Well! Now, after a few more years of jigging the code, Simon has unleashed *ZIP 2.6* on the world. It's 100% machine code, 48K and 128K compatible, packed full of optimising routines (impressive jargon that means your compiled code runs even faster than before) and a-waiting for you to unleash it on your programs. So what are you a-waiting for? Turn to page twenty-two instantly. (But don't forget to read the rest of the mag later.) We will now pause for station identification. No, hang on, for a quick word about numbers. (That's the one.)

NEVER MIND THE WIDTH, FEEL THE QUALITY

Astute readers will have spotted that the covertape has six programs on it, as opposed to the traditional (magnificent) seven. Now, we could tell you that *Shock* was so long that we couldn't fit the seventh program on, and besides these six are of topper quality, but that's far too sensible for YS. So here's something far more silly. The Christmas Collection tape is, in fact, a Magnificent Thirteen (because of *Shock*'s eight parts) so you're getting the equivalent of (just about) two ordinary covertapes at once. (Not to imply the YS covertape is 'ordinary' of course.) And that's why you only need to type LOAD "" six times. You want to make something of it? Thought not.

We now return you to your regularly scheduled magazine.

INVADERS

Design Design

SILLY GAME

The bonus game that didn't make it into *Forbidden Planet*, *Invaders* is simply a no-frills version of Yes, That Game. By no-frills, we mean no sound, no lives and no scores. You just keep zapping away until you finish a screen, then do it all over again. *(So what's the point of it all then? Readers' voices)* Hmmm. Tough question. I'd really have to take a crammer course in philosophy to answer that. *(No no! You amusingly grasp the wrong end of the stick. We mean, why bother putting* Invaders *on the tape? Readers' voices)* Well, it's silly, isn't it? What more reason do you need.



It's stopped more passers-by than any other game this month. (And it doesn't even feature a score, or lives or anything!) Even Andy O has been playing it. (Badly.)

CONTROLS

Z - left X - right SPACE - fire
zero - crash the Speccy *(How thrilling. Readers' voices)* Oh, hush

POKERAMA

So where was Jon last month? You may recall that we told you he'd taken time off to answer all his fan mail, but this was a crafty lie. In fact, Northy was working undercover for Interpol, posing as 'Lugubrious Simon' Smallweather, a ruffian in the gang of notorious forger 'Electric Legs' Scrimshaw. Establishing his identity by making a guest appearance in one of last month's captions, Jon gained the confidence of the crime boss and proceeded to destroy the ring of international naughty people from the inside. His task done, he was able to shed his disguise and return to civilian life with a big medal and a damp handshake from the Chief of the Extremely Serious Crimes Squad. Once more, Monsieur Nauthy was able to turn his attention to cheating at games. He even found time to write a text compressor which packs more Big Blue Scrolly to the byte (and looks a bit funny when it decompresses all over the screen on loading, so don't worry). Jolly Jon North, eh? Not only a man of many parts, all of them pliant to the touch, but someone well clued up on byte shift tables and token replacement routines. What a card.

'Balanced on top of the tree' Northy's holly-bestrewn POKEs this month are...

Atom Ant – infy lives
Haunted House – infy lives, infy energy
Turbo the Tortoise – infy lives, infy shields
Captain Dynamo – infy lives
Stuntman Seymour – infy time
Wild West Seymour – infy lives
Sergeant Seymour – infy lives
The Light Corridor – iny lives
Super Seymour – infy lives, infy time, immortal to all bar exploding bombs



(Very low voice) Jingle bells, jingle bells, jingle all the way. Oh what fun it is to ride in a one horse open sleigh. *(These captions are singing to new depths. Ed)*

TAPE TRUBBS

Your YS covertape has been slotted together out of hand-crafted plastic things by a team of Santa's pixies moonlighting for some extra spending cash. Sadly, these pixies aren't particularly reliable in the staying-away-from-the-brandy-plum-pudding stakes, and now and again go astray, pressing lug A into slot B in the process. If your tape won't load (or looks like a modern art sculpture) then pack it into a jiffy bag, give it a sae for company and post the whole caboodle off to YS Christmas Collection Covertape, January 1993 Issue, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. Now stand by the chimney and within twenty-eight days a new tape will come a-fluttering down.

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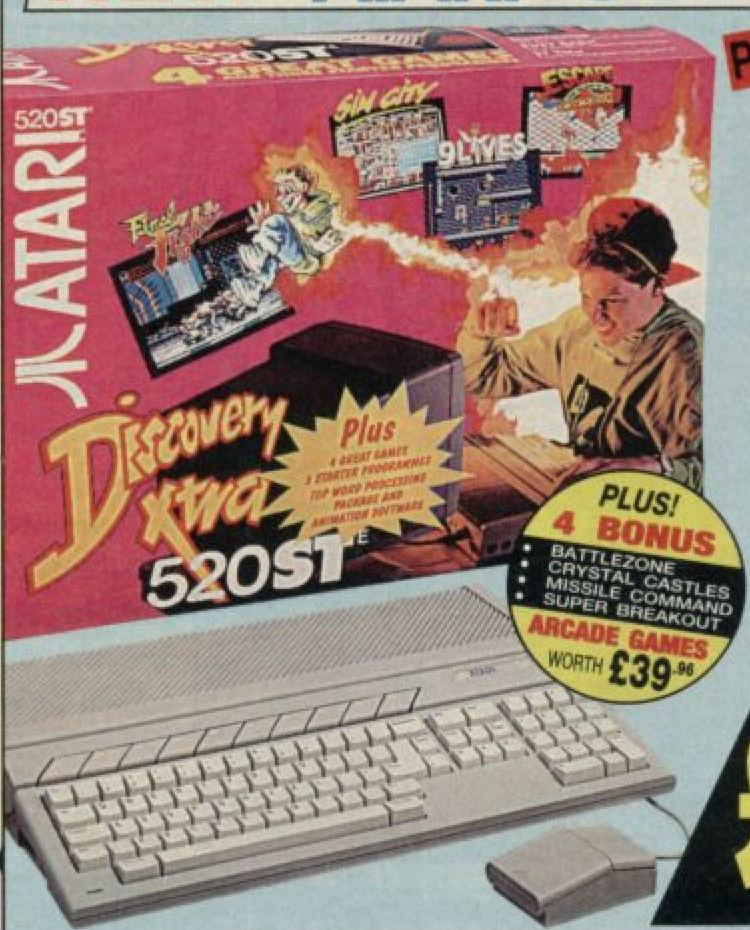
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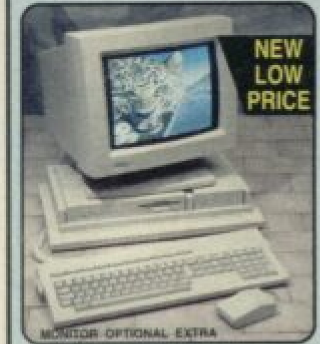
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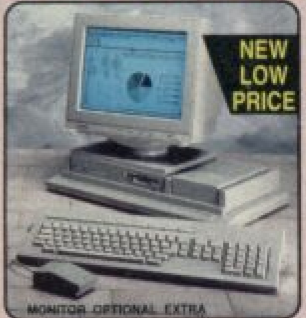
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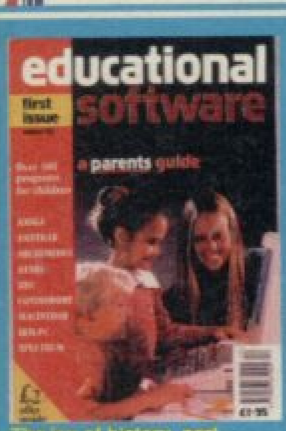
Pssst

TOP TEN MUST HAVES FOR CHRISTMAS

1. A Christmas tree 2. A turkey 3. A Christmas pudding 4. Loads of pressies 5. A smattering of relatives you haven't seen for ages 6. Drunk parents asleep after lunch 7. A couple of ace films. The Wizard of Oz and The Sound of Music are ideal. 8. Christmas crackers 9. Snow 10. Father Christmas







The joy of history, part one. "Mummy, look! It's a shoot-'em-up!"

CALLING ALL PARENTALS!

Have your offspring been hassling you for loads of computer games this Christmas? Do they keep dropping hints about the new *Dizzy* game? Well, here's a way to get them what they want. Sort of! **Educational Software – A Parent's Guide** is a new magazine/catalogue detailing hundreds of educational programs and games for children of all ages. Simply look through the mag, decide which games your little loved ones could do with and order direct from the supplier. The mag is available from Tesco, WH Smith, John Menzies and all good newsagents now.

GREAT CHRISTMASES OF OUR TIME Number Sixteen: 1414 by Seamus Tomfoolery of Norwich

Cor, Christmas Day 1414 was a right old belter. It snowed so heavily that Old Mrs Thistle was buried alive and used as a snowman by some scampish village urchins. How we laughed! Ha ha ha ha! That was how we laughed. My Liza gave me a wooden heart with our names carved on it, and I gave her some bath salts. Later on we had a huge Christmas dinner and James Chestycough exploded. Ah, happy days. Great days. Pity the Speccy wasn't invented for another 568 years really.

ROCK AROUND THE CLOCK

JAN 1990

Hurrah for Christmas! YS 49 proclaimed itself more fun than a frisky stoat and d'you know what? It blimmin' well was as well. With a compo on virtually every page, the chance to win a (model of a) Ferrari Testarossa and a rather spiffy photo love story. This really was a corking issue. On the games front there was *Double Dragon 2*, *Ghostbusters 2*, *Hard Drivin'*, *Moonwalker*, *Myth*, *Ninja Warriors* and *Toobin'* all imploring you to put them top of your Christmas list. All in all, a fab 'n' groovy issue. Even if we do say so ourselves.



Daniel whispered sweet nothings to the alien. The alien remained impassive.

CHARTS

1.	*Rainbow Islands*	Hit Squad
2.	*Spellbound Dizzy*	CodeMasters
3.	*Italia '90*	Tronix
4.	*First Division Manager*	CodeMasters
5.	*Bubble Dizzy*	CodeMasters
6.	*Dizzy Down the Rapids*	CodeMasters
7.	*Graeme Souness Soccer M'ger*	Zeppelin
8.	*Magicland Dizzy*	CodeMasters
9.	*New Zealand Story*	Hit Squad
10.	*Bubble Bobble*	Hit Squad
11.	*Super Off Road Racer*	Tronix
12.	*Golden Axe*	Tronix
13.	*Viz*	Tronix
14.	*F16 Combat Pilot*	Action 16
15.	*Manchester United*	GBH
16.	*Multi-Player Soccer M'ger*	Cult
17.	*Fun School 2, 6-8 years*	Hit Squad
18.	*Dizzy Prince of the Yolkfolk*	CodeMasters
19.	*American Tag Team Wrestling*	Zeppelin
20.	*Robocop*	Hit Squad

PENGUIN > CHARTS < COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS PUBLISHED BY ELSPA

BUS STOP

AT THE BUS STOP WITH ROLF HARRIS

Cute 'n' cuddly Rolf is currently appearing in Cinderella at Bath's Theatre Royal. The YS team hung around the nearest bus stop for ages, hoping to meet him. Their patience was rewarded when they spotted him running for a number eight to Larkhall. Luckily, Rolf missed his bus so the team were able to have this little chatette with him...



YS: Rolf! Rolf! Wait a minute, it's us – it's YS! We've been waiting for you for ages. Tell us all about meeting Jimmy Saville. Will you be re-releasing Six White Boomers for Christmas? How's the panto going? Is Sylvester McCoy a good bloke? Hey, Rolf! Rolf! Come back!

Did you know that Rolf Harris, God and Father Christmas are all one and the same? 'S true!

Rolf: *Gee mates, I'd love to stay and have a good old natter but there a few tinnies and my beaut Shelia waiting for me. G'day, mates.*



~~TEN~~ ELEVEN THINGS TO DO WITH YOUR ACE (AND FREE) TAPE HEAD CLEANER

1. Pile up all your cassettes into a precarious tower and save the tape head cleaner 'til last. Watch them fall!
2. Spray it gold and write the words 'Incredibly posh and expensive tape head cleaner' on it in silver. Put it in a really plush box and give it to somebody as a really impressive Christmas present.
3. Unravel all the tape inside and use it as a hair ribbon.
4. Alternatively, use the tape to wrap up your Christmas presents.
5. Or, use the tape to clean other things like shoes and windows. You can charge for this service.
6. Attempt to barter with it. Try going into a shop and swapping it for a kettle. This way, you can use your free tape head cleaner to buy your Christmas presents.
7. Unwind the tape and attach it to either side of the fireplace. When Santa drops down the chimney and walks into the living room, he'll trip over the tape and make a loud noise. This will wake you up and you'll be able to see the great bearded one.
8. Stick a label from another tape onto it, Mike Oldfield for example. You can now sell it at a bargain price. *(Not if it's a Mike Oldfield tape you can't. Ed)*
9. Use it as a surrogate pet. Unwind the tape and pull the case along the street when you go out.
10. Say you're putting a Pastels' tape on and put on the tape head cleaner instead. See if anybody notices the difference. *(Oi! Ed)*
11. Erm, use it to clean your tape heads. Simply place it in the tape recorder and play it for ten seconds. Do this once a month.

One of our winners is missing

This is a public service announcement. (Cough.) Will David Rees of Sanderstead, Surrey, please get in touch with Stephanie at Code Masters on 0926 814132? You've won a ghettoblaster, but you've moved or something so they can't send you your prize! (And just to foil cheaty people – not that we're implying YS readers are anything other than squeakily honest of course – write down your old address and give the password 'The mice are frisky in their gambolling today,' so Stephanie knows it's you.) Honestly.Some people.

THE SHED CREW

The rafters are ringing with the sound of joyous, raucous voices. It must be Friday, er, Christmas and the team are writing their letters to Santa. What we want to know is – what's at the top of the list?



Linda Barker "A tin of gold spray paint. I was thinking of spraying our Speccy gold, just to make it look kind of new and festive. Actually, maybe I should just go and buy another can rather than wait 'til Christmas Day itself..."



Jon Pillar "There's only one thing for it. Top of my Christmas list is a can of black spray paint and a can of grey. If she gets her hands on our Speccys, I'll just have to spray them back to their original colour. It's not very fair that, what I really wanted was one of those Groucho Marx masks – y'know, the ones with glasses, eyebrows and moustache."



Stuart Campbell "Well you ask for that and I'll get the spray paint. I can use what's left over of the black stuff as hairspray and dye combined. My hair's become used to my old hairspray and my pet rats don't like the smell of it. Maybe they'll go more for that special spray paint odour. Anyway, you know what they say – why take two bottles into the shower..."



Craig Broadbent "I think you're all being very frivolous. Christmas is the perfect time to get just what you've always wanted, I want a new Speccy. Mine really is on its last legs and I'd better get a new one before the old one gives up the ghost. Oh, and an inflatable Father Christmas."



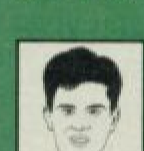
Tim Kemp "I think I'd like a new purple floppy hat to go with my new mauve smock. And can I have some new beads, cos my mum hoovered up my favourite ones."



Simon Cooke "A new hat. The one I usually wear is the same one that Adam Waring left behind and it's a bit too big for me. This month, it slipped down just as I was about to step off a train. I fell flat on my face. Luckily the hat protected my face, cos it's got a reinforced, bullet-proof brim."

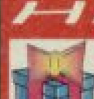


Steve Anderson "I'd like a couple of pillows, a curly dark wig and a casual jacket. I've been watching that Danny Baker on all those adverts and I think I could do half his work for him. I wouldn't really expect too much in return, some Mars Bars and a few compact and bijou boxes of Daz Ultra would do for me."

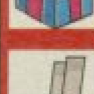


Dave Golder "I want to be the new Doctor. I've been practising de-materialising and the other day I managed to appear on the other side of my desk just seconds after I'd been sitting at the other side. It was brilliant. *(But Dave, you just crawled from one side to the other. And you've got fluff on your knees to prove it. Ed)* That's how it should be though, cos that's the form my de-materialisation takes. Anything else would seem odd. "

HIGH SCORES



Merry Christmas and what a happy New Year you're going to have! These are the bits that rattle invitingly when you shake the nice chunky parcel! Gloria in excelsis!



Indigestion, that bloated feeling, hangovers and Cliff Richard. All the horrible bits that make you wish you'd taken old Scrooge's original advice. Bah, humbug!

WIN! WIN! WIN!



It's true, virtually every single Alternative game can be yours. That's a grand stonking total of 169 games, that's three games a week for a the whole of 1992 and thirteen left over for 1994. Phew! The games are all packed up nicely in a blue bag that can easily be converted into the perfect school or sports bag simply by, erm, taking the games out and piling them up on the living room floor.

Gimme Gimme Gimme!

Hold your horses! There can be only one winner in this compo so we thought we'd set something really difficult. After much thought we came up with the idea of getting you all to write the alternative (ho ho) first verse of your fave Christmas carol. We were going to write one ourselves just to show you how it's done. Unfortunately, we just couldn't decide on a carol to adapt, so it's all down to you! You can pick any carol you want, and you're allowed to witter on about, ooh, anything you like, as long as it features the Speccy. (You don't even have to mention how splendiferously fab YS is – you could choose to confront the state of the software industry, or examine Amstrad's motives behind releasing the +2A, or be extremely silly, or something.) Good luck!

Done that?

Okay, once you've done that fill in the coupon and stick it onto the back of a postcard or envelope. Address it to "*My Christmas Poem I send to You, Pick Me Out Of The Hat, Or I'll Be Blue-oo,*" Compo, YS Compos, 29 Monmouth Street, Bath, Avon BA1 2DL. Multiple entries and rude entries will be fed to our favourite recycling bin immediately. It's sitting in the corner and smacking its lid at the very thought! The closing date for all entries is the 15th ofJanuary, so get thinking beautiful thoughts!

To: *"My Christmas Poem I send To You, Pick Me Out Of The Hat, Or I'll Be Blue-oo,"* Compo, YS Compos, 29 Monmouth Street, Bath, Avon BA1 2DL

Here's my jolly Christmas carol to the tune of ....

....

....

....

....

....

Great , isn't it? Now send that big blue bag of great games to:

Name:..

Address:..

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Those games in full, and in no particular order

Huxley Pig, Hysteria, Rescue From Atlantis, Olympic Spectacular, Operation Hormuz, Mystery of the Indus Valley, Australian Rules Football, Revolver, Combat Zone, Confusion, Count Duckula, Cricket Crazy, Howard the Duck, The Big Sleaze, Big Trouble in Little China, Ace 2088, Aftermath, Andy Capp, Army Moves, Art Master, Bismarck, Battlecars, Rex, Oink!, Dandy, Darts 180, High Steel, Howzat!, Nigel Mansell's Grand Prix, 19 Part One – Boot Camp, Ocean Racer, Meganova – the Weapon, Metalyx, Moon Cresta, The Munsters, Indoor Soccer, Jaws, Uchi-Mata, Kentucky Racing, Hideous, Hijack, Back to Skool, Bargain Basement, Implosion, Neil Android, D-Day, Mini Office, The Official Father Christmas, The Colour of Magic, BMX Ninja, Butch Hard Guy, Cannibals from Outer Space, Captain S, Championship Baseball, Championship Sprint, Classic Arcadia, Dead or Alive, Classic Arcadia 2, Turbo Bike, Championship Basketball, Bangers and Mash, Zoids, Microball, Who Dares Wins 2, Wiz Biz, Yeti, Vixen, War, Wheelie, Thomas the Tank Engine and Friends, Tower of Evil, The Train Game, Trap Door, Through the Trap Door, Stagecoach, Star Paws, Starburst, Strike Force Cobra, Up for Grabs, Aliens US, Basket Master, Nosferatu the Vampyre, Strike Force Harrier, Superted, Swords and Sorcery, Spindizzy, Spitfire 40, Splat, Formula One Grand Prix, Endzone, Everyone's a Wally, Excalibur, Fallen Angel, Fireman Sam, Firestorm, Danger Mouse in the Black Forest Chateau, Danger Mouse in Double Trouble, Danger Mouse in Making Whoopee, Doombase, Football Frenzy, Double Dare, Electra 9000, Eliminator, 4-Most World Sports, 4-Most Balls, Boots and Brains, Academy, Death Before Dishonour, The Last Commando, Gee Bee Air Rally, Gateway to Hell, Game Over 2, Game Over, Galactic Games, Frightmare, Freddy Hardest, Gunboat, Hellfire Attack, Henry's Hoard, Sooty and Sweep, Ghostly Grange, Gilbert – Escape From Drill, Gold or Glory, Graham Gooch's Match Cricket, 4-Most Action, 4-Most Adventures, 4-Most Air Power, 4-Most Cute, 4-Most Fight and Fright, Life Term, Flunky, River Rescue, The Rocky Horror Show, Rogue Trooper, Rugby Boss, Run For Gold, Samantha Fox Strip Poker, Seasurfer, Skool Daze, Smashed, Slug, Soccer Boss, Soccer Challenge, Gridiron 2, Punch and Judy, Target, Tarzan, The Double, The Wombles, Theatre Europe, The Secret Diary of Adrian Mole, The Astonishing Adventures of Mr Weems and the She Vampires, Pheenix, Popeye, Popeye 2, Postman Pat, Postman Pat 2, 1999, Count Duckula 2, Pro Mountain Bike Sim, 4-Most Fun, 4-Most Horror, 4-Most Megaheroes, 4-Most Speed Stunts, 4-Most Sport, Rally Driver, Ready Steady Go, The Real Stunt Experts, Red Arrows, 4-Most Warzone and Pegasus Bridge. (Double phew!)

RULES

- It's goodbye to multiple entries, rude entries and non-rhyming entries.
- The absolute closing date is the 15th of January 1993.
- Employees of Alternative Software and Future Publishing are getting far too many Christmas presents so they are prohibited from entering this rather fabulous compo.
- Linda's bought a special Father Christmas hat, so her word is final.

GAMESMASTER

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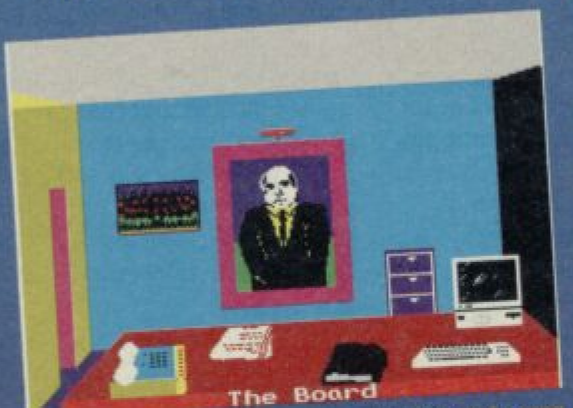
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FOOTBALL M

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As it says on the box of this game, '1 WAR WUNDERBAR, 2 WAR SCHRECKLICH UND 3 IST DIE ENDGULTIGE HERAUSFORDERUNG!' What? Oops, been reading the German instructions by mistake. What it actually says is '1 WAS WONDERFUL, 2 WAS TERRIFIC, 3 IS THE ULTIMATE CHALLENGE'. What could they be talking about? The Alien movies? The Popeye games? The World Wars? *(They're talking about the* Football Manager *games, stop being so ruddy stupid. Ed)*



"I'm bored! Yeah, I'm the chairman of the bored!" So sung the truly great Iggy Pop once. And d'you know what? He was probably right as well.

Well, blimey. Another Speccy football management game, eh? Just what we needed. What next, I wonder? *Football Manager Dizzy?*

Football Manager 3, the latest in a long line, has had nearly ten years to take the best aspects of hundreds of other footy management games and turn them all into one indisputable, unbeatable classic. What's it come up with? Well, you get to pick your team, and choose which style they play in. You can



buy other players, by ringing up their manager on the telephone and offering him lots of money – realistic or what? You can train all your players individually, so that some of them are really good and some of them are really crap (or something). You can, er, switch on a desktop computer and, um, see what games you've got coming up in the next few weeks. Or – AHA! – you can actually play a game and watch the action unfold in front of your eyes! Brilliant! Let's get on with it, then!

The YS top six football managers with bits of their names replaced with other words completely at random

- Alex 'Fishy' Ferguson
- Tommy 'The Lizard' Docherty
- Brian 'Brian' Clough
- Graham 'Turnip' Taylor
- Andy 'Pandy' Roxburgh
- Ally McLeoAAARRRRGGGHHHH!

Swings and roundabouts

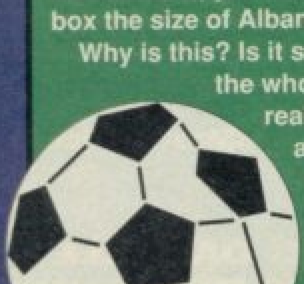
Oh dear. The match sequence in *Football Manager 3* consists of a tiny little rectangular pitch occupying about half of the screen, (with no centre circle or penalty-box arcs, natch) covered in little stick players even smaller than the ones in the original *Football Manager*, which all lurch around colour-clashing horribly. This is accompanied by a fantastic commentary along the lines of 'Number Six has the ball', 'Number Ten goes in for the tackle', 'Innes shoots', 'Graeme Souness gets sent out of the dugout' and all that kind of thing. It is, frankly, crap.

But, hey, it's not all bad. Apart from the rubbish match sequence, *Football Manager 3* is all right, as far as this kind of thing goes. It's not quite up to the standard of *Football Manager 2*, to be honest, with vastly inferior

Football Manager 3 – just why has it got such a blimmin' big box, then?

The most interesting thing of all about *Football Manager 3* is probably its packaging. As well as a tape containing both the Speccy and Amstrad versions of the game (don't try and load the Amstrad version then come back ten minutes later and wonder why nothing's happened, like I did) and a tiny little bit of folded paper containing the instructions, you also get a cardboard box the size of Albania.

Why is this? Is it so that you can take the whole thing along to real football matches and use it as a rattle? I shouldn't think so. Is it so that you don't lose it in the piles of rubbish on the floor of your bedroom and then accidentally stand on it? Probably not. No, it's more likely something to do with what the software 'industry' calls 'perceived value'. Apparently, they think that if you see a huge great box on the shelf at WH Smith's instead of a poxy little cassette case, you'll automatically go 'Coo! That game's in a really big cardboard box, so it must be at least four times as good as one that comes in a box a quarter of the size! I'm going to buy that at once, and what's more it's such a great-looking package that I'll quite happily pay much more than the usual price for it. Hurrah!'



This is, of course, extremely stupid. As we all know, what you really think is 'Coo! That game's in a really big cardboard box, so it'll never fit in my tape racks, and it's so big that when I put it on the floor I won't possibly be able to avoid standing on it and rendering it completely crumpled, tatty and crap-looking. I'll be avoiding that one like the plague until it comes out as a budget re-release in a nice sensible compact cassette case in six months' time, that's for sure.'

Software houses, eh?



Miles Grant was getting on. He was at least ten years older than most of his team-mates. Mind you, he was loads better at dribbling than most of them. That's old age for you.

MANAGER 3



Harry had this strange recurring nightmare. Every night he dreamed that he was a large green baize square which seemed to attract men with a certain haircut.

The *Football Manager* saga – an exhaustive historical essay

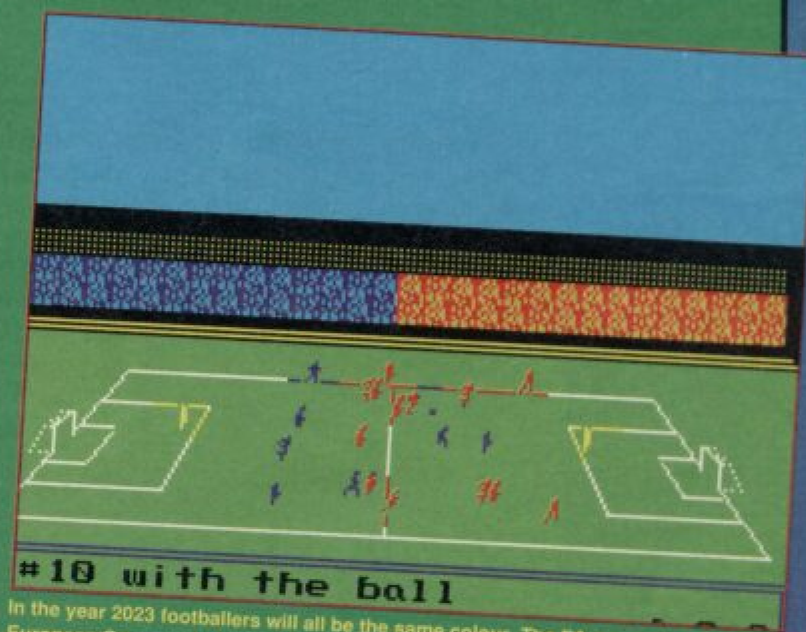
The first *Football Manager* game is a bit of a legend in Speccy (indeed, computers in general) gaming history. Released in 1983, from roots on the ZX81, it boasted lots of complicated footy strategy stuff (injuries, transfers, and, er, not much else, really), but more importantly '3D animated match highlights!' While these consisted of static line-drawn screens of the goalmouth with tiny character-square players lurching around in leaps of about 10 feet at a time and stretched the definition of '3D' to its very limits, they were still a complete revolution, as well as being fantastically entertaining.

Largely as a result of this, the game, written by a middle-aged giant of a man with a very suspect beard called Kevin Toms (the man, that is, not the beard), was a massive success. It sold well over 100,000 copies (an absolutely staggering figure – for comparison, a top-selling Speccy title these days will shift about, ooh, 1500 if it's lucky), and inspired a million (approximately) imitators. These were all totally crap, because they missed the point utterly and concentrated on filling the game with thousands and thousands of statistics and number-juggling and dispensed with the match graphics sequence completely. How stupid can you get, eh? All that tedious traipsing around a million menu screens, hanging around for hours while the program (invariably written in BASIC) decided what it wanted to do, and then no reward at the end of it all other than a black screen announcing 'Hartlepool 1 Walsall 0'. Whoopee.

Anyway, dozens of crap clones later, the man the universe had come to know as 'Uncle Kevin' decided that enough was enough, and set about writing a proper sequel. *Football Manager 2* added all sorts of clever extra stuff with tactics and formations and substitutions and training and so on, as well as a vastly-prettier match highlights section which actually showed you (ulp!) the entire game! Unfortunately, in a particularly action-packed match, watching the whole game could take anything up to ten minutes, which meant that playing through a whole season could call for a nine-hour session. Still, apart from that, *Football Manager 2* was a bit of a corker, striking just about the best balance to date between trainspotter technical accuracy and strategic depth, and the zingier, prettier, action side of things. More crap copies followed, all of which were unbearably dull, with the possible exception of *Tracksuit Manager*, which Jon likes.

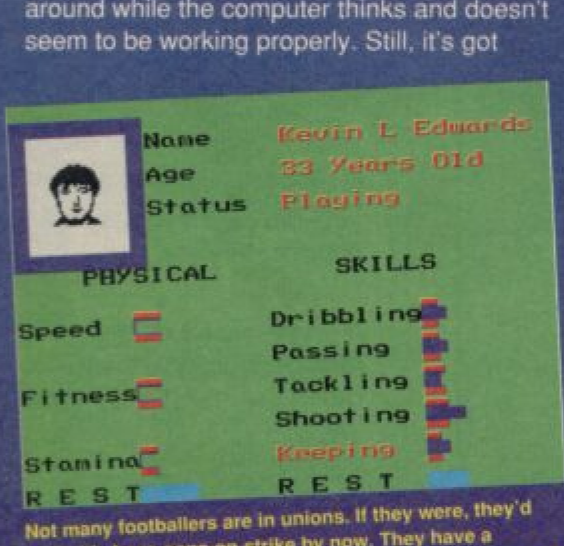
Around the time of the last World Cup, Addictive produced a *Football Manager – World Cup Edition*, which was a completely new game featuring a revolutionary manager's pep-talk session, where you could shout at your players after a heavy beating, or lavish praise on them after an impressive win, in an attempt to goad them into action/pump up their morale. It was cute, but novelty-value only, really, and nothing very much came of it.

And now, of course, we've got *Football Manager 3*. Um...

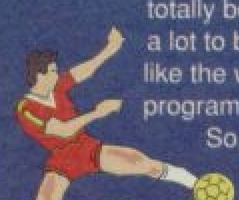


In the year 2023 footballers will all be the same colour. The FA are urging the European Community to introduce a measure which will simplify the commentator's job.

presentation and graphics, and lots of hanging around while the computer thinks and doesn't seem to be working properly. Still, it's got enough statistics and stuff to be passably realistic, without having so many that you get completely lost in a maze of menus and totally bored. The front end leaves a lot to be desired, but I did really like the way it said 'Hello!!!' as its program name when it loaded up. So, swings and roundabouts, really.



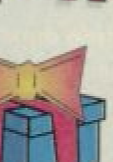
Not many footballers are in unions. If they were, they'd probably have gone on strike by now. They have a blimmin' hard time, y'know. I mean, look at the amount of rest they get – it's pitiful.



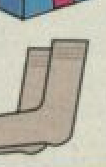
Football Manager 3 - is it really 'the final word in soccer management simulations'?

No. The final word in soccer management simulations is 'simulations'.

FINAL VERDICT



Some nice options screens, lots of stuff to fiddle around with, and a great big box.



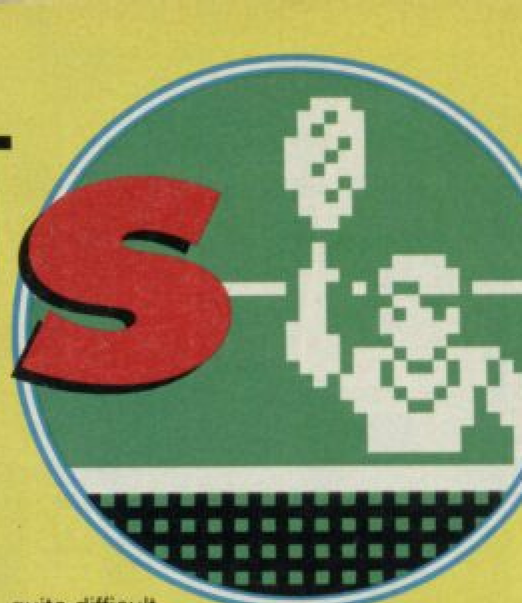
Crap highlights, dodgy control response, and all the players have stupid names.

Decent enough, but you'd still be better off looking for the prequel. (Or come to that, the first one.)

70%

REVIEWS

INTERNATIONAL TENNIS

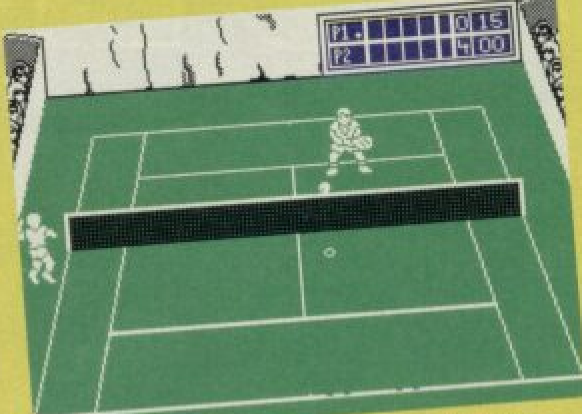


Zeppelin/£3.99 cassette
☎ 091 385 7755


LINDA

As I write, my washing is dripping on the line. It's been doing this for the past week and I'm fed up with it. By the time it's dry, it will no longer smell of daffodils and lambs, it'll smell of winter damp and slugs, or something. Bleugh! I wouldn't be able to play tennis in it if I wanted to, which I don't. *(Eh? Jon)* Now is not the time to skip around outside trying to hit a ball, but it might be just the time to load up the Speccy and try out a few volleys. And what should I find in my Speccy but Zeppelin's *International Tennis*. This could be just the thing for those long, winter evenings.

International Tennis lets you play against a real opponent or a variety of computerised ball buffs. As per usual, you can choose which kind of surface to play on (hard, clay or lawn), whether to go for a single match or a whole tournament, how many sets in a match and the difficulty level. So far, so run of the mill. For *International Tennis* to be as good as Zeppelin claim, it's going to have to play well.



It all happened very suddenly. One minute John was playing a very sedate game of tennis, and the next he was rushing around and saluting Bruce Forsyth. It was odd.

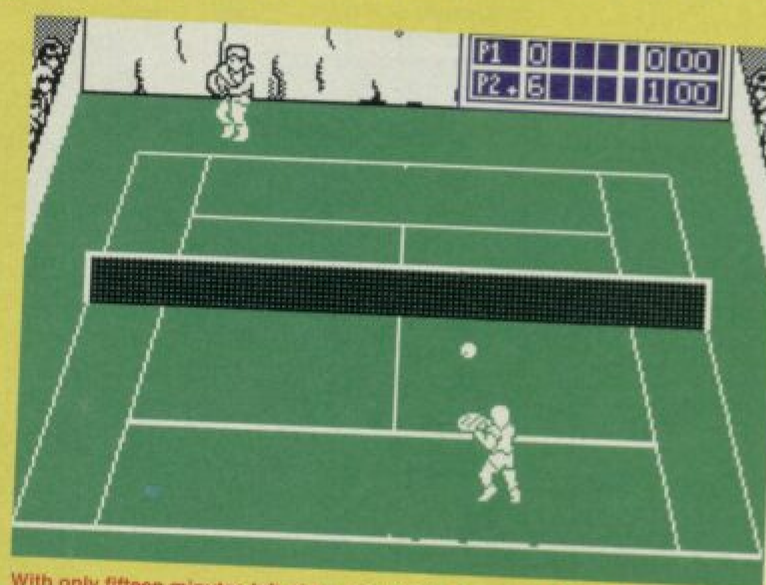
The moment of truth

Hurrah, it plays well! The character sprites are clearly defined and they move smoothly across the court. They're skilful, fast, graceful and right little movers. The choice of moves is such that you can make your playèr run around like a madman. It all looks quite dangerous actually, there's your player racing up and down slashing his racquet left, right and centre. All it needs is for somebody to run out onto the court and we'd have a real slasherama of a game!

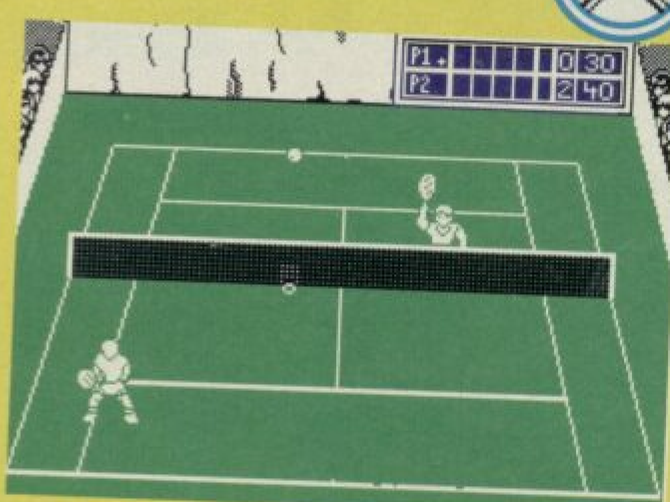


But hey! This is tennis, it's quiet and civilised, right? Erm, well, not in two-player mode. The pace is so fast and it's actually quite difficult so with two-players a nice game of tennis can quickly become a furiously vocal fight to get those balls over the net. Service is the easiest move to play, and it gets mòre and more difficult from thereon – and this is in easy mode. *International Tennis* is addictive enough to make you want to play on, so you do get better as you proceed. But there's always a more difficult level and, if you beat the computer opponent at that level, you can always get in a mate who's completely brilliant at computerised tennis. (You can even play doubles with (or against) the Speccy!) But you do need to persevere and the initial difficulties may put some people off. If you like sport sims in general, and tennis sims in particular, this one will give you a very good run for your money.





With only fifteen minutes left of the lunch hour, Tompkins Major was determined to finish off his cheese roll. Unfortunately, Freddy Fripper Minor thought it would be incredibly jolly to use the roll as a tennis ball. Cad!

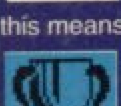


Patricia was a very strange girl. From the age of seven her favourite hobby had been to dress up in fishnets and stretch herself out on the grass. She was a very tall girl, with a nice line in dappled suntans.

Tennis – a player's guide



Ye olde English tennis dance
Lay the crossed racquets on the court and skip around them. Make sure you don't tread on a racquet, this means instant disqualification.



Ye olde English beer dance
In which the cup is filled with mead and passed around the court. Make sure you don't fall over, this means instant disqualification.



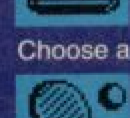
Ye olde English lie-down
In which all those who haven't yet fallen over have a nice quiet lie-down on the court. Make sure you don't forget to wake up, this means instant disqualification.



Ye olde English arm wrestle
In which players flex their muscles in preparation for the game. Do not attempt to break anyones fingers. This leads to instant disqualification.

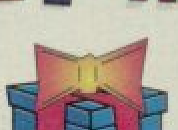


Ye olde English joystick icon
Choose your weapon. Try not to be too violent as this is a very peaceful, English-villagey game. Choose a sword and you'll be disqualified.

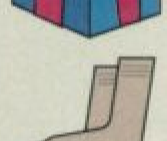


Ye great English game
Are you ready? Are you steady? Then put racket to ball and go go go! (At last!)

FINAL VERDICT



It's fast, it's furious and you can play it with a mate, or five.



It really is a bit on the difficult side, and there are no points for style!

A game, set and match of *International Tennis* could be just what you're after.

82%

HANDS OF STONE

Beyond Belief/£3.99
☎ 0933 57998



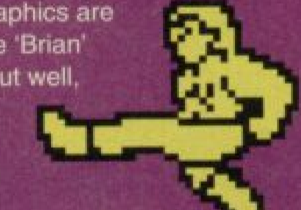
You may not have heard of Frank Welker, but you've almost definitely heard his voice. Frank, y'see, supplies voices for just about every cartoon being made at the moment. Once you've spotted his distinctive timbre and unmistakable way of accenting words (and, some would say, the spooky way every voice he does sounds exactly the same) you can identify a 'Frank' from a Frieda every time.

And the same with Speccy programmers. *(A-ha! So there was a point to that initial paragraph after all. Phew. For a moment there I thought we were going to be treated to another discourse on Hanna-Barbera. Ed)* Brian Cross (the author of *Hands*) has been a busy little beaver over the last couple of months, working for both Beyond Belief and Zeppelin (and who knows, maybe a few other people as well). And, as he habitually draws his own sprites as well as coding the game itself, it's easy to spot a 'Brian.' You could even record the games he's written in a little leather book. In fact, you could organise 'Brianspotting' parties, where you and your friends make sandwiches and trek off to the local software emporium in the hope of glimpsing a Brian Cross game in its natural habitat. *(Actually, to be honest, I think I would have preferred the Hanna-Barbera anecdotes. Ed)*



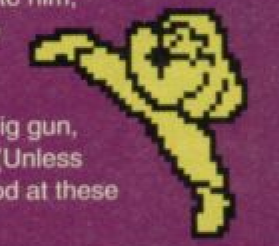


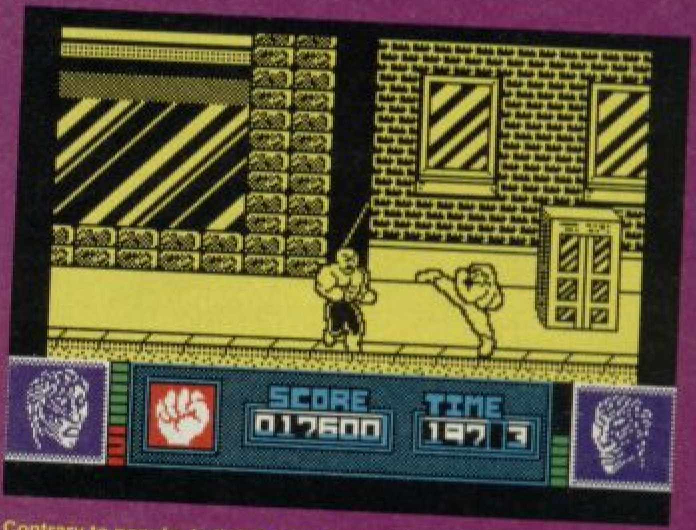
Hands of Stone is the very latest 'Brian' to be released. It's been inspired by *Target; Renegade* – you traipse around town bashing people up then stealing their weapons, before moving on and, erm, doing it all over again – but has a cheeky little character all of its own. For a start, the screenshots can't do justice to the lovely scrolling – it's very smooth and rather perky. Scrumptious. The graphics are sweet as well – those 'Brian' sprites really stand out well, even in the most knuckle-flingy of clinches. What a pity the sound isn't up to anything much. But there you are. Or not as the case may be.



Hush now, and extinguish all naked flames as we come to the throbbing heart of *Hands of Stone* – the gameplay. There are loads of moves to help you defeat your opponents (the elbow jab from *Tag Team Wrestling* makes a Brianspottery reappearance) and, as I divulged in my previous utterance, you can also make off with a clunked baddy's weapon. (Strangely though you get a weapon completely unconnected with the one you've just been beaten up with – for example, at the start you're attacked by a guy wielding a baseball bat. When you beat him, you gain a knife! Spook city or what?) Fighting is a painless enough affair (if this is the right word). It's nice to see there isn't a 'super move' that defeats everybody – each villain needs a different approach to floor him. The thing is *(It's funny, isn't it readers? Every time Jon wibbles on about how good a game is, there's a 'thing is' coming up. You could set your watch by him. Ed)* it's far, far too hard. Let's take Level One as an example. First you come across two flour bag-wearing ruffians. Easy peasy. Then a beefy moustache with a tall man behind it strides on and proceeds to beat you into spam, no matter what you do. He hangs around your prone body after knocking you flat, and as you stagger to your feet, helplessly dazed, he knocks you around a bit more. Bah, it's frustrating. Of course, you can do the same thing back to him, but when later on you're faced with Mr Baseball Bat, two flour baggies and a man with a very big gun, things go downhill fast. (Unless you're actually quite good at these games, of course.) ✪



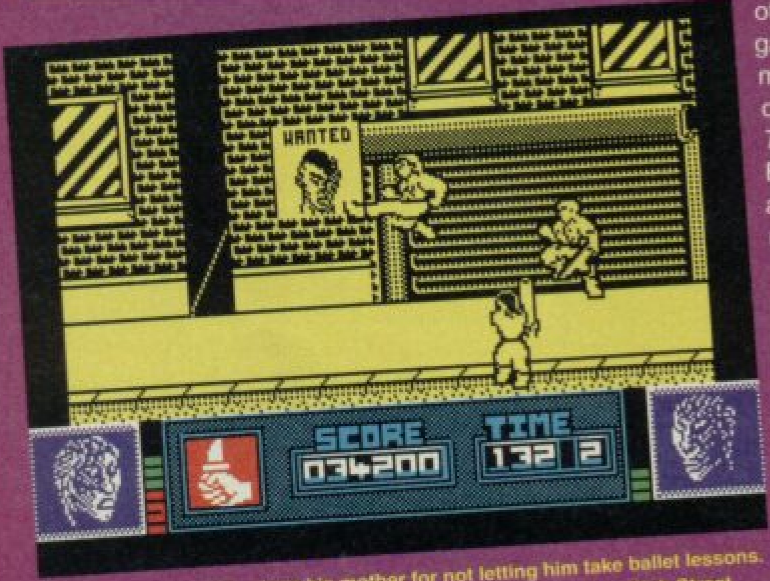




Contrary to popular belief, Patrick Swayze's career did not begin with Dirty Dancing. In 1972 he had a small role as a slightly soiled can can dancer in Russ Meyer's "Beneath the Valley of the Ultra Vixens".



Yes, it is a man with a bag over his head. He looks like the bloke with the bag over his head in *Tag Team Wrestling*. *(That's cos he is the bloke in* Tag Team Wrestling. *Ed)* Oh.

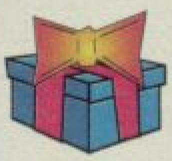


Stephen had never forgiven his mother for not letting him take ballet lessons. In later years he got his revenge by pirouetting down Finchley High Street during the rush hour. He was even on the local news once.

TOP FIVE FIGHTING MOVES

1. The Running Away
2. The Sitting Down Around A Table And Talking It Over
3. The Slap In The Eye With A Ruler
4. The Pretending To Be Someone Else
5. The Not Turning Up At All

FINAL VERDICT



Smart presentation, cunning use of the best bits from lots of other fight games



Too hard, too hard, much too hard and very hard indeed.

Difficulty level aside, a neat little beat-'em-up

70%

REVIEWS

KUNG FU WARRIORS



Jake and Sally were known as the Rooftop Runarounds. Their idea of fun was to climb through the skylight and race one another across the rooftops of Cherry Lane.

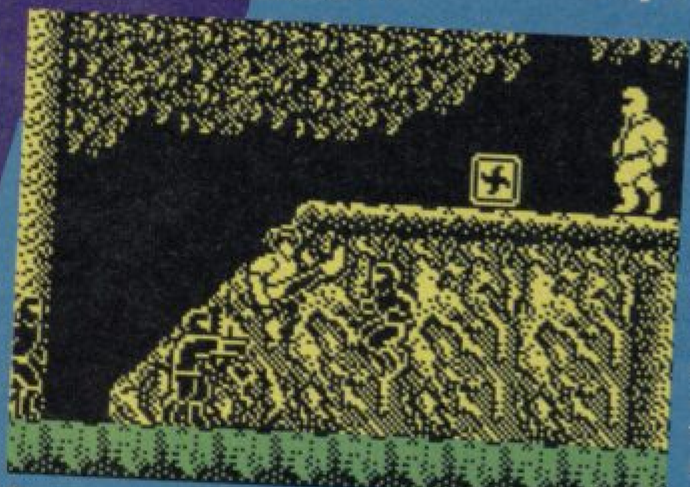
Beyond Belief/£3.99
☎ 0933 57998


JON

As Patrick Wayne said in Sinbad and the Eye of the Tiger, 'A handbag?' *Kung Fu Warriors* is another you-against-most-of-the-world thang, borrowing heavily from both *Shinobi* and *Dragon Ninja* (or should that be *Dragonninja*, or even *Dr Ago Nnin Ja*, or something? Whatever) in that you can chuck dangerous stars at people and jump onto different layers of platforms to escape really tough nasties. That's the theory anyway.

The face *KFW* presents to the world is a pretty and fresh one. The same enormous scrolling screen as *Hands of Stone* does wonders for the splendidly detailed backgrounds and energetic sprites, though it's markedly slower this time around. There's also an unusually well thought out structure to the game – on Level One you're simply attacked by kamikaze ninjas; on Level Two they start somersaulting around and firing back; by Level Three they've taken to using swords and on Level Four the rascals are appearing in magical puffs of smoke. What a pleasant change to have your ribs smacked in by a completely different set of enemies each time. *(Erm, quite. Ed)* As with *Shinobi*, you can fire sharp star things at the bad guys (but with a limited supply) and there's a (generous) time limit. Oh, and there are boss baddies as well.





Once upon a time a strange block appeared upon Silbury Hill. Some said it was an ancient danish pastry fossilised in stone, but those in the know knew that it was really Julian Cope's idea of a druidical joke. The Wiltshire Constabulary were not amused.

A strange and superfluous headline

What a shame then that the gameplay is so awful. Let's play through a couple of games. Here we are in the Forest. Oh no! We're being attacked by large numbers of ninjas from both sides at once. Seems a tad unfair. (Prods controls.) Phew. A crouching leg sweep seems to be fairly effective against everybody. Right, let's start moving. (Edges forward for a bit, scrupulously disposing of all the enemies on the way.) This is getting a tad boring. There's no end to all these bad guys. Ho hum. (A few more minutes of edging forwards, fighting all the way.) Oh dear, out of time. (Starts again.) Let's try something different. (Runs through the entire level without

SIDEWINDER 2



The Mother Superior cruised into view, Princess Abbot, her closest neighbour, fired her guns in welcome. It was a little ritual they'd practised for nigh on twenty years.

Virgin Mastertronic/£3.99 cassette


LINDA

☎ 071 727 8070

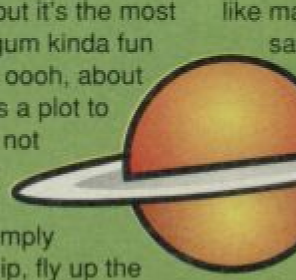
I've no idea why we've never reviewed Sidewinder 2. Originally released by Mastertronic back in the heady days of 1989, (I lived in a house called Dalrod that year, y'know) this is a perfectly respectable spacey shoot-'em-'up à la a monochrome *Xecutor*. Okay, so it's nothing amazing but it's simply not bad enough to ignore.

THE ONES THAT GOT AWAY



The electric current around the new Zanussi was particularly strong. One had to be careful not to open the fridge whilst wearing metallic gloves. The results could be, and often were, disastrous.

I suppose you could call it discrimination, but I like games where you have jump into a space-hopping podule and blow up lots of things. I like crashing into planets and disintegrating into tiny glowing particles. I know that *Sidewinder 2* is an old game with old-fashioned graphics and bleepy sound, but I enjoyed it. Yep! I was expecting it to be completely dire, but it's the most throwaway, bubble-gum kinda fun game I've played in, oooh, about half an hour. There is a plot to *Sidewinder 2* but it's not worth going into. the gameplay too is the usual kind of thing, simply get into your spaceship, fly up the vertically-rolling screen, blow up everything in sight and replace your wasted bullets by picking up more along the way. (Well, I did say it was simple.) The game itself is far from the most difficult of its ilk that I've played, but neither is it ridiculously easy. With games like this you either a) decide early on to keep on trying or you b) leave it for now and go and fix a marshmallow fluff and peanut butter sandwich. The decision depends largely on how good the game is (and how much you like marshmallow fluff and peanut butter sandwiches) and *Sidewinder 2* isn't a good enough game to hook you. Still, after a few sandwiches you won't be able to move and with the joystick in your marshmallowy mitt and all your other games upstairs you'll probably start to enjoy *Sidewinder 2* more than you thought.



stopping.) That's cracked it. The baddies who attack from behind you stop at the middle of the screen, so if you keep moving you can avoid them. And the ones in front can't fire fast enough to kill you off before you reach an energy icon. (Reaches end-of-level baddy.) This should be good. (Kills end-of-level baddy by crouching down and leg sweeping a lot.) Oh, it wasn't. (Goes onto Level Two... and so on, and so on.)



Fatal flaw or what? It does get nasty on Level Four, but as this is the last level of the game and I reached it in one go, we're not talking lasting appeal.

FINAL VERDICT

Jolly graphics and a set of baddies that evolve new tactics as you go.

Holding down the 'right' key is not my idea of stimulating gameplay.

Somebody hit those playtesters with an oiled cricket bat.

38%



£3.99 doesn't go far these days... *(I suppose you remember when crisps were five pence a packet? Jon)* (Well, yes I do. What are you doing? Stop mucking around with my letter groupings. Go away!) As I was saying, before I was so rudely interrupted, four quid can't even buy you a Curtis Stigers CD single in HMV these days. So why not throw caution to the wind and pick up a game that's nearly as fun as Mr Stigers' hair? I know that's not saying much, but hey! *Sidewinder 2* isn't too bad really.

FINAL VERDICT

Easy to grasp and simple to play. Shallow fun.

Nothing new, nothing taxing. We've seen it all before, basically.

It doesn't matter how old-fashioned games like this are, they're always fun.

68%

BLAZING THUNDER

THE ONES THAT GOT AWAY

Hi Tec/£3.99 cassette
☎ 0742 587 555



JON

Old games never die, they just get remade. *Commando* is still (still!) one of the most playable games on the Speccy – a triumph of design. What many people failed to notice was it was a smart feat of programming as well – umpteen little blokeys hacking around the screen at once, full-screen colour scrolling, a fair lick of speed... ooo, lovely. Keith Burkhill's finest hour. (That's assuming he wrote the thing of course. My memory's a bit hazy on this point.)



After only five minutes of digging away at the sand with a teaspoon, Gregory had found oil. He was very upset. His brother, Rasputin, had struck oil after only two minutes.

Blazing Thunder substitutes a clanky tank for the battle-crazed soldier character you controlled, but in every other respect it's *Commando*. Except for the colour scrolling. And the speed. And the playability, and so on. Actually, that's a bit unfair on it – *Blazing Thunder* plays pretty funkily in its own right, and even has traditional end-of-level baddies. (Instead of huge enemy vehicles and suchlike, *Commando* had a series of fortresses whose doors you had to blow open whereupon scores of baddies poured out. Aie!) It's just that after



It had been ten years since the last rainstorm. The wadis had been deeply eroded, onion weathering had taken its toll on the stones and the plants were visibly wilting.

about half of Level One you've seen the whole game. And besides, it's a little silly that this amazing death-dealing tankish machinery can get damaged by running over a small and dodgily-animated solider. *(Ugh. Ed)* Still, only in Speccy games eh? It's the wonder of modern technology.

Bis zum bitteren ende

As with so many respectable but nowt-to-get-excited-about games, it's awfully hard to put your finger on exactly why playing is such a take it or leave it affair. The programming is competent, there are tonnes of opponents and bullets fly thick and fast. It's just not startlingly grabworthy.



Much of the problem is the fact you've got energy and lives rather than just lives – as with every other game that uses the same approach, you trundle on without bothering to avoid anything until suddenly you drop in your tracks. *(Ho blimmin' ho. Ed)* What's wrong with one-hit-and-you're-dead, eh? I mean, when I was in the Boer War there was none of this energy business. I said to General Wreath, 'Genny,' I said, 'You don't want to advance on the Northern Front. You want to go home and forget the whole thing.' But did he listen? No. *(Because he doesn't exist. And you weren't there. And there was no such thing as the Northern Front. I'm sorry, but you simply have to leave your fantasy world and face reality. Ed)* Oh dear. (Sobs uncontrollably.)

(Erm, it looks as if Jon is indisposed for the remainder of this review. So I'll have to take over. Where was he? Ah yes. That horrible energy system takes away all sense of danger, so even when you're battling across ricketty bridges, surrounded by the enemy and pinned down by a nasty mortar, there's no excitement. None. What a waste. Mind you, it does perk up when you're suddenly confronted by the incredibly huge end-of-level baddies, but, erm, they're actually a doddle to beat. So a bit of a missed opportunity all round really. Oh, do stop crying. Ed)

FINAL VERDICT

You can't really go wrong with a *Commando* clone...

... although *Blazing Thunder* comes close to managing it.

No different from any other vertical scroller.

54%

REVIEWS

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- World Class Rugby 3.99

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Austerlitz (CCS)	9.99	N/A
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Battle of the Bulge (CCS)	9.99	N/A
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Desert Rats (CCS)	9.99	N/A
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Zulu War (CCS)	9.99	N/A

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Final Fight, WWF Wrestlemania & Pitfighter
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Steg, C.J. in the USA, Captain Dynamo & the Turbo Tortoise
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C.J.'S Elephant Antics, Bigfoot, Little Puff & Sky High Stuntman
Cass 3.99

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Cass 7.99

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Cass 13.99

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Bubble Bobble, Rainbow Islands & New Zealand Story
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Special Offer 3.99

TENGEN TRILOGY
Escape the Planet of the Robot Monsters, Klax & Cyberball
Cass 3.99

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All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to:- **Software City P.0 Box 888, Wolverhampton WV1 1TP.**

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....

Postcode .... **Tel No** ....

Name of game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES - Please add 50p for post and packaging on all orders under £5. EEC countries add £1 per item. Non EEC Countries add £2.50 per item Paying By Cheque - Cheques payable to **Software City** **YS13**

CREDIT CARD NO. **EXPIRY DATE**

SIGNATURE **DATE**

EUROPEAN ORDERS ACCEPTED

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!

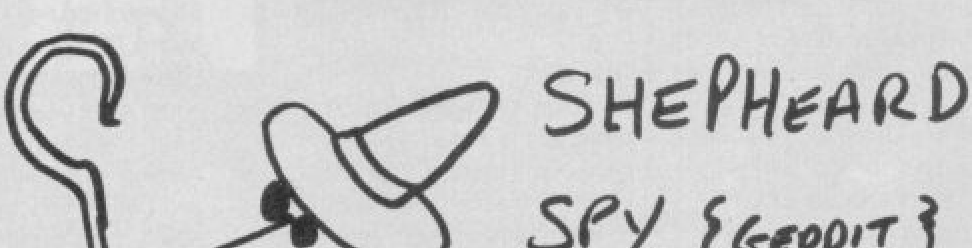
Ho ho ho and splendiferous greetings, Spec chums! Yep, it's that time of year again, time to dig up that tree that you've been eyeing up for weeks and scramble through the drawers of rubbish for that old tatty box of Christmas decorations. For the past few years the only Christmas tree I've had to look forward to is my parents', but this year I'm going to have one all of my own. I've seen the tree for me and now all I need are some decorations. All my trimmings are going to be home-made so the Shed is strewn with string, tin-foil, glue and double-sided sticky tape. Jon and Andy are busy making the Shed look nice with paper chains and decorating our rather spiffy silver tree. It really is something else! Anyway, enough of our foibles – on with your letters...

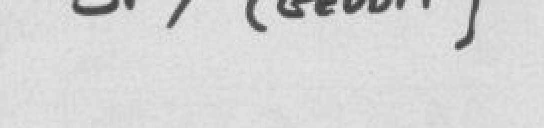
DOODLEBUGS



This month's doodlebugs are a varied bunch coming, for all we know, from all four corners of the earth. (I've never understood that saying, I always thought the world was round.) *Shepherd Spy*, which is fairly topical, is from Steve Clay of Ellesmere Port and the other little ones are all from Christopher Bailey of Wisbech, Cambridgeshire. Keep those 'bugs rolling in!







A THREAT OR A PROMISE?

Please will you send me *Terminator 2* or *Lemmings* or something of a similar value such as a CD player, a new joystick or a Kit-Kat.

I know you will send me something because YS is best. If you don't, I will buy 40 million pounds' worth of YS mags and burn them. And I'll buy an Amiga. (Shock!)

Stuart Robson
Whitley Bay, Tyne and Wear

If that's a threat Stuart, it's not a very good one. I mean, imagine our publisher's delight if YS suddenly started selling like that. He'd be so impressed that he'd have to take the whole Shed crew out to lunch. If it's a promise, that's just as good. Either way, you won't be receiving anything in the post. Let us know when you've carried out this threat/promise and I'll see if I can get hold of some Amiga games for you! **Ed**

A BIT LACKING IN THE CIRCUITRY AREA

Firstly I would like to issue a warning to your reader: BEWARE OF SECOND-HAND SHOPS! A few weeks ago, I bought a rubber-keyed Speccy from one of these shops in Reading, plus some issues of a tape mag called 16/48. When I was on the train home, I examined the Speccy more closely – it had no blimmin' circuitry!

Right, that's the serious bit over. Please can you answer the following incredibly easy questions...

1. Will there be any Mag 7 specials, like one with loads of really good games on it, or maybe a programming tape?
2. What great qualities does a Star Letter possess?
3. Have you ever played Quasar, or any similar game? If so, how bad/good were you?
4. Which came first, the chicken or the egg?

May your journey be free of incident.

Dominic Rackstraw
Harmans Water, Berkshire

And the moral of this story is, always check second-hand goods thoroughly. Most second-hand shops have a no-returns policy so you could end up with duff goods. I'm sure that second-hand dealers don't do this kind of thing on purpose. They probably buy something that they're assured is in perfect working order. Always ask to check goods in a shop, it can save a lot of money.

And now for your easy questions.

STAR LETTER



SOB STORY
I am writing because of your special offer of five games for £20. I bought my brilliant YS as usual and read the advertisement at the back. I showed it to my mum. She said it was a good idea but said she had no money. So there I was with five games looking me in the face and no money. I told my mum that I could do with some more games and she finally gave me the money. I found my YS, cut out the slip and posted it as soon as possible. Nine days later I received a letter saying, "I am very sorry, but we have run out of games. I am sorry for any convenience." I just about cried. My mum told me that I wasn't getting anything else. So please could you send a poor boy his top three games – *Space Crusade*, *Sim City* and *Rodland*. I would be forever in debt to YS.
David Walker
Girvan, Scotland

You really know how to break a girl's heart, don't you? Your story is a fairly common one as the special offers sold out very quickly, but nobody managed to make us feel as you did, David. In a way, it made us quite sorry that we'd been so successful. Three games will be winging their way to you very soon. They may not be exactly the ones you want, but I'll try. **Ed**

1. No drastic changes are planned for the Mag 7.
2. A Star Letter is one that makes the entire Shed crew rock with mirth, or touches their hearts.
3. No, I've never played Quasar, but I'm sure I'd be crap at it. One's just opened in Bath, so maybe I'll go and check it out.
4. The chicken. **Ed**

AN E FOR AN A
Yo! Next time you print the compo winners, let somebody who can spell do it. Jon Pillar spelt my name like this – Garry Florence. It's spelt Garry Florance. Print this letter or I'll send fifty Jehovah's Witnesses to the Shed door.
Garry Florance
Gateshead, Tyne and Wear

Yo! Next time you send in a compo entry, make sure you print your name and address clearly. So many of them have to go straight in the bin because we simply cannot decipher the address. By the way, can't you make it Mormons instead? We could have a nice chat about the Osmonds. **Ed**

MR MELLOR AND THE ALIEN
I am a die-hard (well, maybe die-soft. I never was very tough!) fan of Alien and its inferior sequels. Although I've got *Aliens UK*, I can't find a copy of the first game in any of the shops around Wisbech, or in mail order. Please can you put it on the covertape within the next few months. I would be very grateful. Oh, and the covertapes aren't very good at the moment.

The rest of the mag's fantastic though. Gotta go now, it's time I watched Alien again. Y'see, if I don't watch it every day than an alien tries to kill me. Okay, Mr Mellor, I'm coming! He's never been the same since he resigned.
Andrew Brain
Wisbech, Cambridgeshire

We'd love to have Alien on the covertape, but it's another one of those games that we can't get hold of. The programmer can't be found and we need his permission before we do anything. Hopefully we'll get in touch with him soon.

Give Mr Mellor my love, I always had a soft spot for him. With a face like that, it was obvious he was either going to become the party clown or get chucked out all together. **Ed**

VINDICATED!
Simon Fraser's parents have obviously never read a Future computer mag. They don't have any swear words printed in them anywhere at all.
David Cook
Wideopen, Newcastle upon Tyne

My point exactly. **Ed**

OH NO!
I am writing regarding an item mentioned on your letters pages in your November issue. I have the game *Rebelstar* that you are looking for. I am willing to part with it for a short while to enable you to transfer it to your tapes for your magazine. If you would like me to send it to you please let me know.
Mark Stevens
London

There seems to be a lot of confusion over my request for Rebelstar. *We don't need a copy of the game, we need the person who wrote it and/or the person who owns the rights to the game. Y'see, we have to negotiate a fee with the owner of the rights before we can stick it on our tape. We can't just copy it on to our tape, that contravenes the laws of copyright and ownership – it's piracy.* **Ed**

OH, JOY!
I'm doing cartwheels round my living room. I've just managed to get my hands on a copy of Your Sinclair and I'm really pleased. You see, my local newsagent hasn't sold any copies since April and I've been very miserable since then. I've searched other shops, but by the time I get to them all the copies of YS have been snapped up. I can't reserve a copy somewhere because I hardly ever travel to the places that sell YS. So can I send for a subscription?

I'm a young unemployed single mum and my Speccy and YS are the only pastime and relaxation I have. I can think of nothing better than a good adventure game to refresh my memory and keep me sane.
Anon
Anonville

I'm glad you've found YS again and I'm sorry that we're not actually running a subscription service anymore. The main reason for this is that not enough people were taking up the offer of a subscription to make it worth while. What you can do is call our circulation department and tell them of the trouble you've been having getting hold of the mag. Then Sue Hartley will send one of her boys over to your area to persuade newsagents that they really should take a few copies of YS every month. **Ed**

I WANT TO WORK
I am writing to you about possible work experience on the week commencing 14th December. I am 15 years old and currently studying for my GCSEs at Ralph Allen School. I have had a Spectrum now for about eight years and have built up a big collection of games. I enjoy reading your magazine very much and I would find it interesting to see how it is put together.
Andrew Tatem
Bathford, Avon

SMALL PRINT



Did these Zygons have money?
Alwyn Harrison, Bargoed, Mid Glamorgan
Not in the strictest sense, but their toenail clippings looked remarkably like pound coins. **Ed**

Another brilliant piece of blue ink on lined paper.
Gazza, Finedon, Northants
It doesn't translate very well, does it? **Ed**

You didn't print my last letter.
Toby Powell, Bronfa, Dyfed
Oh well, I hope this makes up for it. **Ed**

HAYLP!

COMING ON NICELY
I have a problem with a girl. I met her last year and only really started a conversation with her. This year she is a nice girl and I love her a lot. I really want to go out with her but I am afraid that I might put her off and break our friendship, but I cannot keep my feelings to myself for much longer.

Should I ask her out and risk putting her off, or should we just stay friends? Haylp!
Someone who goes to Spud-u-Like
Birmingham

Wasn't she a nice girl before? Seeing as she's your friend already, why not tell her exactly what you've told me? That way you can't lose. Either she'll be flattered and want to go out with you, or she'll tell you that she just wants to be friends. **Ed**

NORMAN TEBBIT'S DEAD SERIOUS CORNER



DEAR MR STURDY

Although the letter is grown up, don't you think the writer's a bit sad? (See YS issue 83, page 21.) Didn't it occur to you, Mr Sturdy, that some people like the title Hey Ho Let's Go? Or that some people like the background 'designed for three year olds'? I mean, take a look at Your Spectrum issue number eight. The cover? Hmmm... utterly boring, just loads of Spectrums on top of one another. Okay, maybe the content's better... No, lots of boring writing and only two colour photos. Very packed. Flick through the pages... Even more packed. Can't find the charts anywhere, I know they're here somewhere.

The point I'm trying to make is that the funny titles, the backgrounds and the presentation are all wonderful compared to things eight to ten years ago. You must be very dull to like the boring, packed idea in the early '80s and hate the new look.

Danny Neame
Walberton, West Sussex

I agree with you, Danny. I don't like plain pages with small text and black and white photos. I like serious words that can also make me laugh and coloured pics. **Ed**

We get so many letters like this that I thought I'd better answer them all in one go. We'd love to have loads of Spec-chums helping out in the Shed, but we really have nothing for them to do. So, although I'd love every single one of you to come down to Bath, there'd be nothing for you to do once you got here. **Ed.**

EARTH-Y MAG

I am Commander Riker of the Starship Enterprise – REG – 'NCC 1701-D'. Recently, we came across an object of unknown origin. So I had it beamed into my quarters. Upon reading this Earth mag I thought, "Hmmm" and came to the conclusion that this YS mag was to be duplicated in the re-materialiser for every member of the crew.

So thanks for printing this mega mag and keep up the good work. You are all really ace and funny and deserve a Starfleet uniform. Also, to our knowledge, the prettiest female species throughout the universe! Bye! Hailing frequency closed. Raise shields. Warp 8. Engage.

Mark Thackray
Portsoy, Banffshire

I'm not sure about this duplication in the re-materialiser business. If you get one copy of the mag and make a copy for every member of your team (and who knows how many space crews are doing this?) we could be losing out on the circulation figures. Send me a Starfleet uniform and I'll see my way clear to forgiving you. **Ed**

IN A DIZZY TIZZY

As I was browsing through your excellent mag I noticed the preview of *Crystal Kingdom Dizzy*. As I am a devoted fan of Dizzy, I was shocked to see that the price had gone up from £3.99 to £9.99! Please put me out of my misery and tell me it's not true. Can I have a Trainspotter for spotting this? What do you say?

Michael Tinsley
Aylesbury, Buckinghamshire

No Trainspotter for you, Michael! Crystal Kingdom Dizzy is indeed £9.99. I don't know why, but it most definitely is. It's a good game, especially for a Dizzy fan, but the price is a bit of a shocker. Looks like it'll have to go at the top of that list for Santa. **Ed**

TRAINSPOTTERS



TALKIN' ABOUT SPATIAL DIMENSIONS

I claim to be the first Spec-chum to claim a Trainspotter for a mistake in my own letter! Unfortunately, I didn't make the mistake. I clearly wrote my address as Clevedon and for some strange reason you printed this as Cleveland.

Could these strange events have anything to do with Jean-Luc Picard's transporter device appearing in the Letters pages? I mean, he was going where no haircut has gone before!

May the Powers That Be transport a Trainspotters badge to my doorstep in the correct position at the correct time and in the right spatial dimension. That is, at the correct address!

Think you can manage that?

Marcus 'Dead Serious' Dyer
Clevedon, Avon

Now this is a very strange thing! Y'see, I wrote Clevedon (after all, I know it well – it's only down the road from here) but it appeared in the mag as Cleveland. So sometime between it being on my desk and appearing in print, somebody changed the address. I called the printers and nobody there had anything against Clevedon. Then I asked the rest of the team. Jon had never heard of Clevedon and Andy looked a bit shifty.

I decided to delve further. It seems that Andy O had some horrendous childhood experience on Clevedon Pier and has had to erase all memory of the place ever since. So whenever it appears in print, he has to turn it into something else. (Don't worry, I'm going to check this page before he sends it off to the printers.) Given that explanation, I think you'll agree that it's out of the question to give you a Trainspotter now. Better luck next time! **Ed**

ROT!

I think I deserve one of your Trainspotter things, because I have noticed that the bar code on the front of your magazine doesn't work! Each month when I make my tube visit to Uxbridge's WH Smiths (the only place that stocks YS around here now!) the checkout staff get very frustrated as they desperately try to get the till to recognise the code and have to search the magazine for the price. (Whatever happened to that little red box?) Surely you have a false bar code and I should be rewarded for pointing this out to you. Please?

Tom Booroff
Ruislip, Middlesex

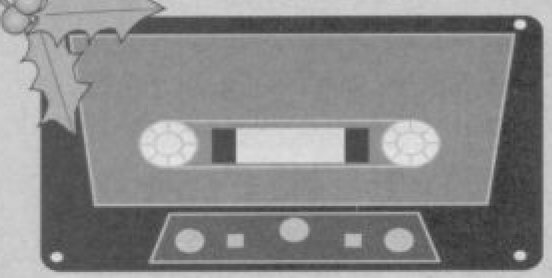
What a load of rubbish! If our barcodes didn't work we'd have been told off by now. I think it's the buzzy pole thing that they pass over the barcode that doesn't work – not our extremely lovely barcode. **Ed**

SOYA PICO



The nut roast's in the bag – Soya's ready for Christmas!

I was going to tell you some more about my hols this month, but Linda said it was the Christmas issue so I had to write about something Christmassy. I'm not really cool about Christmas. I think liked it when Femto and I were small, but I'm not really sure. I remember getting a Tiny Tears one year. It was, like, the most uncool thing I'd ever seen. Even at a very tender age I was hip to gender stereotyping. I used to try and swap my toys for Femto's. I didn't actually want an eagle-eyes Action Man, but I thought I should have been given the choice. These days, I don't really recognise Christmas, but I always used to send Femto a little tub of potted prawns in clarified butter with garlic. Every year I compromised my principles and walked into a supermarket and bought something that had been killed. This year, I'm not going to bother. What I'd like to do is spend a nice quite day at home with my chickpea roast and chestnut stuffing and read something interesting. I've been looking at a book called The Matriarchal Art, all about goddesses and corn circles. But, like, I have to get away as well. If I stay at home the family might descend. Man, that'd just destroy my karma instantly. I don't understand people who insist that they love Christmas. They seem to worry about presents and food and pine needles, it completely destroys their aura. Christmas should be about peace and love and joy. Their bodies should be surrounded by a warm glow, instead they're all red and angry. Oh dear, is that the end? I've been ranting for ages and I haven't said anything about Christmas. Linda will kill me. Oh, erm... er... Ho ho ho! Mistletoe and wine! Cliff Richard! O come all ye faithful! (That should do it.)



CHRISTMAS COLLECTION

ZIP 2.6

Simon N Goodwin

COMPLETE PACKAGE

BASIC is all well and good for learning to program, but after a while you'll get pretty darn frustrated with its lack of speed. But thanks to a super program called a compiler, you can translate your crawlingly sluggish BASIC into whip-fast machine code with one RANDOMIZE USR command. Hurrah! And now, over to Simon N Goodwin himself for a rundown on the program everybody's calling *ZIP 2.6*.

ZIP – the facts

ZIP version 2.6 translates slow ZX BASIC into fast machine code, completely automatically. In the process, it can make programs one hundred or even two hundred times quicker than before. *ZIP 2.6* is a powerful tool for experienced BASIC programmers, and a fascinating toy for beginners. Even *ZIP* itself was originally written in ZX BASIC, and then translated into code automatically.

ZIP lets you take advantage of the speed of machine code while still programming and testing in BASIC. Compiled programs can be saved and run without the compiler loaded. You may even sell programs compiled by *ZIP*, but may not copy the compiler itself. *ZIP* generates fast 16-bit integer code which suits 128K or 48K mode. About 12K is available for compiled code and variables. The following table lists the words which *ZIP* can compile. Fast subroutines for BEEP, POINT, RND and CODE INKEY$ are also provided. If you use other words the compiler displays an error message at the appropriate point in the listing and refuses to compile the program. Commands work just as in ZX BASIC, apart from a few differences, noted later.

ZIP-able commands

ABS	AND	AT	ATTR	BIN
BORDER	BRIGHT	CHR$	CLEAR	CLS
DIM	DRAW	FLASH	FOR	GO
SUB	GO TO	IF	IN	INK
INPUT	INT	INVERSE	LET	NEXT
NOT	OR	OUT	OVER	
PAPER	PAUSE	PEEK	PLOT	PRINT
POKE	REM	RETURN	RANDOMIZE	
SGN	STEP	STOP	TAB	THEN
TO	USR			

PRINT always uses the top, main part of the screen. INPUT must be followed by a list of variable names or array elements, read one by one from the lower part of the screen. INPUT recognises the digit keys, DELETE, ENTER and you can start with an optional minus sign.

ZIP supports fifty-two variable names: twenty-six single-letter numeric variables, stored at eight-byte intervals from 54784 (for A), and twenty-six one-dimensional arrays, A-Z, stored in order between 54992 and the code entry point. Each array must be dimensioned once. The size must be an explicit number, not a calculated value. The usual maths operators +, -, * and / are allowed. *ZIP* works with sixteen-bit whole numbers between -32768 and 32767, or addresses between zero and 65535. Values over 32767 are entered and displayed as negative numbers from -32768 to -1. Brackets can be used as normal. The INT function is ignored by the compiler, as *ZIP* always uses integer arithmetic. However it is useful to put INT statements around divisions so that they give the same results in BASIC and when compiled.

In the interests of speed and efficiency some BASIC words are not recognised by *ZIP*. The remainder is still enough to write almost any program. You get the best results if your program is specifically written with *ZIP* in mind. Alternatively, compile the slowest parts and call them from the remaining BASIC, using RETURN to get back to BASIC from the compiled code.

CLEAR sets array and variable values to zero. *ZIP* does not let you follow CLEAR with a number to reserve space – do that before you start the compiled code. DRAW will draw lines, but not curves, which would require slow floating-point ROM routines. The check in a FOR-NEXT loop happens at the NEXT, not the FOR, so compiled loops are always performed at least once even if the start value exceeds the end. If the start value may be beyond the limit, add an IF test to skip the whole loop. GO TO and GO SUB must be followed by explicit line numbers, rather than calculations, so that ZIP can make them extremely fast. The USR function must be followed by a numeric value, not a graphic character.

Compiling a program

You compile a program by first loading *ZIP*. After the program has speedloaded, it will NEW itself. Now load your program and test it. When you're happy with the result, SAVE it (just in case!) and type **RANDOMIZE USR 33333** (or, if you're in 128K BASIC, just **USR 33333**). *ZIP* lists your program, displaying messages in the appropriate places if it finds any mistakes. *ZIP* carries on scanning for other mistakes if it finds one (just press a key to get things rolling again) so you can eliminate all the problems in one fell swoop (as they say).

When the listing is complete, *ZIP* generates machine code, showing the line number and amount of code generated so far as it works. Once *ZIP* has finished, and found no errors, it displays instructions to save and execute the code. Your original BASIC remains in memory. If an error occurs while *ZIP* code is running, the compiler issues one of the usual Spectrum error reports as in your manual.

Version 2.6 extensions

ZIP 2.6 includes extra routines which can be called directly from BASIC or compiled code with the USR command. **LET x=USR 53418** returns the value of CODE INKEY$ to variable x (or whatever). **USR 53435** is the equivalent of POINT, but fifty times faster than BASIC. Before calling, POKE the x co-ordinate (zero to 255) to **53436**, and the y co-ordinate (zero to 175) at **53437**. So, for example, to check if the pixel at 100, 60 has been set – **POKE 53436, 100: POKE 53437, 60: LET x=USR 53435: IF x=1 THEN GOSUB pixelset**.

USR 53409 is a fast replacement for BEEP, using integer values only. To set the duration, **POKE 53410, fine** and **POKE 53411, coarse**. To set the pitch **POKE 53413** and **53414**. 128K users can send directly to the sound chip with an **OUT 65533, register: OUT 49149, data**. **OUT 4093, code** sends a character to the +2A/+3 printer port (Amstrad manual page 180).

RND can be emulated with the following line of BASIC to allow a random number between zero and max: **LET r=r*15+PEEK 23678: LET r=r-INT (r/max+1)*max+1)**

A demonstration of the amazo power of *ZIP*

Load *ZIP* and type in this line:
10 FOR F=16384 TO 23295: POKE F, 47: NEXT F
Run it, and as if by tardy BASIC magic, the screen will start filing up. Stab at the BREAK key, then type RANDOMIZE USR 33333 to compile the program. ZIP will strut its stuff, at the end giving you a USR call to start the compiled code. Type this in and see the screen fill up stunningly quickly. It's just a demonstration of the amazo power of *ZIP*, really.

ZIP BREAK

Compiled code does not check the BREAK key, but 48K users can turn on an interrupt-driven break scanner, triggered by SHIFT and ENTER, except during SAVE, LOAD and BEEP when interrupts are disabled. **POKE 33336, 71** turns *ZIP* BREAK on during compilation. **POKE 54301, 71** before compiling. It's not compatible with 128K mode, or utilities that divert interrupts.

Basically, if you test out *ZIP* on one of your own programs, you should get a fair idea of how it works. The only tricky bits are that all your variable names have to be single letter (so, for example, *The Pathetic Pablo Brothers* wouldn't compile without changing all the variables) and the BASIC has to fit below 33333. Next month we'll run Simon's demonstration game, *Starbase 6*, a fun game that you can compile, fiddle with and have a root through to pinch the sneaky programming techniques.

A STEP-BY-STEP GUIDE TO USING *ZIP*.

1 – Load in the compiler, which then NEWs. Now write or load your program. Alternatively type **CLEAR 33332**, then write your program AND SAVE IT BEFORE LOADING *ZIP*. Those capital letters aren't just for typographical flashiness!
2 – Decide whether you want *ZIP* BREAK enabled during compilation (**POKE 33336, 71**)
3 – Decide whether you want *ZIP* BREAK enabled during execution (**POKE 54301, 71**)
4 – Type **RANDOMIZE USR 33333** (or **USR 33333** on a 128K machine).
5 – Follow the on-screen prompts which should allow you to track down all the bugs in one fell swoop.
6 – All being well, the compiler will print up instructions for saving and running your program.
7 – Save the machine code file before testing.
8 – Test your program with the USR call. If you find a problem, or it's just too fast or something, simply change the BASIC and go back to step four. If *ZIP* BREAK is enabled, press SHIFT+ENTER to stop the program.
9 – Save the final version of the machine code and feel mightily pleased with yourself.

● Remember – *ZIP* limits you to twenty-six single-letter variables and twenty-six single-letter arrays; and *ZIP* BREAK won't work in 128K mode.

Spine-ticklingly exciting manual offer
This packed page of instructions gives you the basics of using this fabby utility program. But! If you fancy getting hold of the full manual then make out a cheque or postal order for £4 (that's £3.50 plus 50p p+p) to CGH Services, and send it to **CGH Services (*ZIP* manual offer), Cwm Gwyn Hall, Pencaedr, Dyfed, SA39 9HA**

YS hints'n'tips TIPSHOP



Seasonal chirrups, my little tipsters! As the Shed swings to the big beat sound of Mr Bing 'White Christmas' Crosby and Frosty the Snowman soars in the popularity stakes, I am proud to present this month's Tipshop. We might not have a shepherd, but we have got tips coming out of our mangers! Enjoy Tipshop, enjoy Christmas and don't eat too much pudding. It solidifies in your stomach, don't you know?



LASER SQUAD

Ben Powell has got this very useful kinda cheat for one of YS's fave ever games...

Stand two of your men next to each other and change the weapon of one of them. Then move him onto the man next to him and end move. He will move back a square, but he'll have the action points he had before he changed weapons. And! He'll still have the weapon.

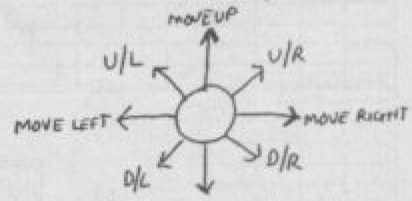
Amazing!

TAG TEAM WRESTLING

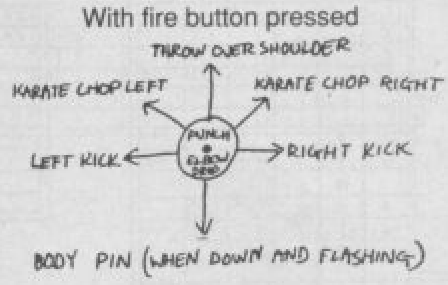
R Stevenson is a bit of wrestling fan, follow his tips and you'll have all those big butch guys pinned down in seconds!

Moves – They don't tell you everything in the packaging you know!

Without fire button pressed



With fire button pressed



⊙ Use elbow drop whenever possible, it's a bone-crunchingly good move.

⊙ The fire button is also used by itself to climb, and then jump off of the turnbuckles. It's also used for tagging.

⊙ Before playing seriously, try experimenting with different teams. Some individuals have different talents. For instance, Babyface has less energy, but takes a lot more energy than anyone else with elbow drops. Others start with more energy or are good at certain moves. I still prefer Babyface and Hippy Harry.





⊙ Elbow drops are very useful as four or five can be used on your foes at a time. (Ouch!)

⊙ Fight at the very top of the ring. When your opponent is flashing he always walks straight across the top towards his partner to tag him. Simply stand between them as shown and he'll walk straight into your kicking feet. As soon as he's down, pin him.



⊙ If you are felled (timber!) then, while on the ground, press up and fire 'til you get up. You should then throw your opponent over your shoulder. This works 90% of the time.

⊙ Here's a cheat... Knock over your opponent next to the top-left turnbuckle and quickly climb that turnbuckle. As soon as he starts to get up, hit fire to jump on him! This must be done when he's on his way up otherwise you'll miss him. This process can be repeated although it's not nice. (Ha ha!)



I beat a team in 16 seconds. Beat that!

What a challenge! If anyone does beat that, then let me know!

GOLDEN OLDIE!

ESCAPE FROM THE PLANE

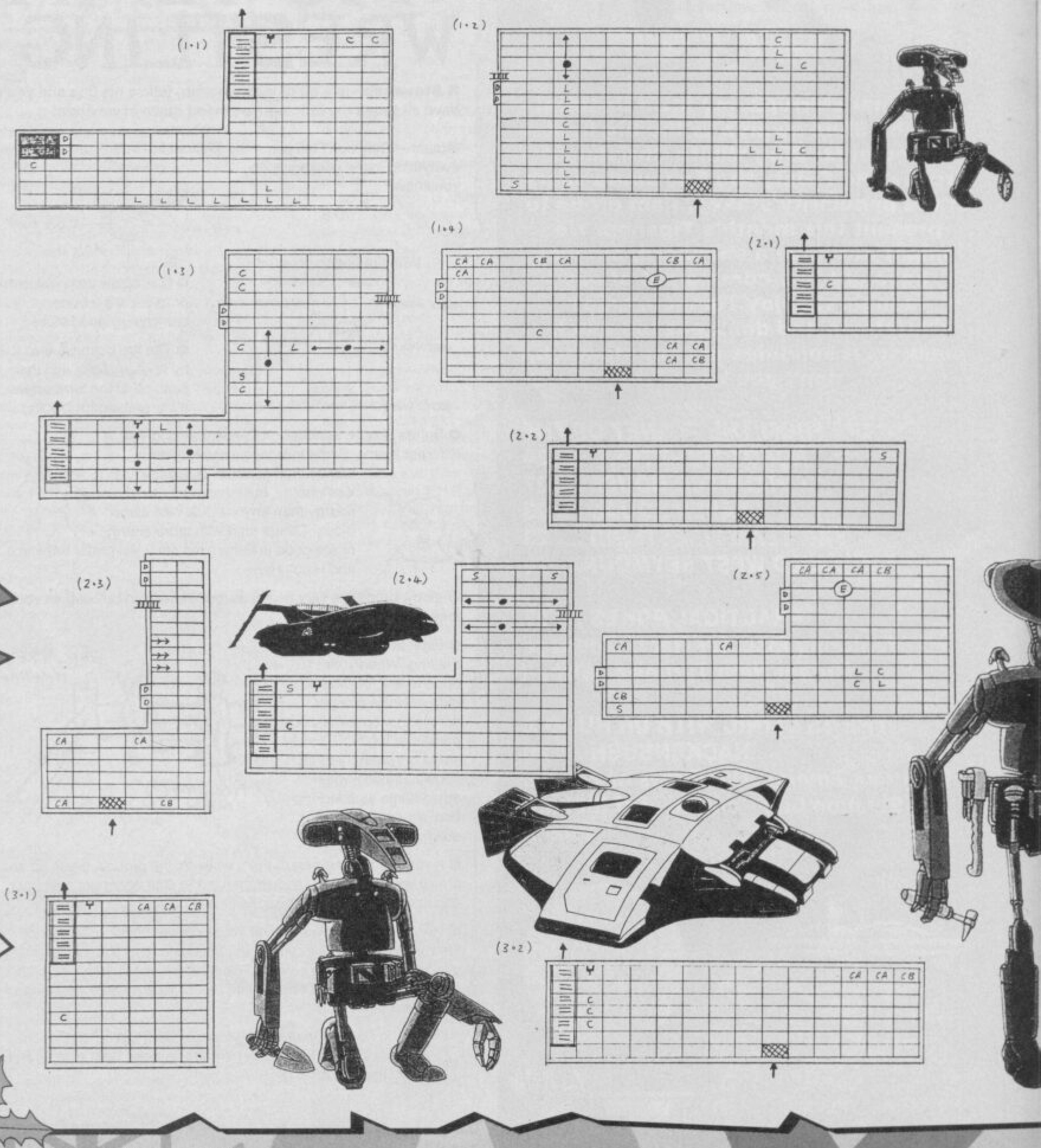
In the first of an occasional series, we've got maps and tips for yesterday's favourites. This month it's the turn of *Escape from the Planet of the Robot Monsters* by Mark Brogan.

KEY

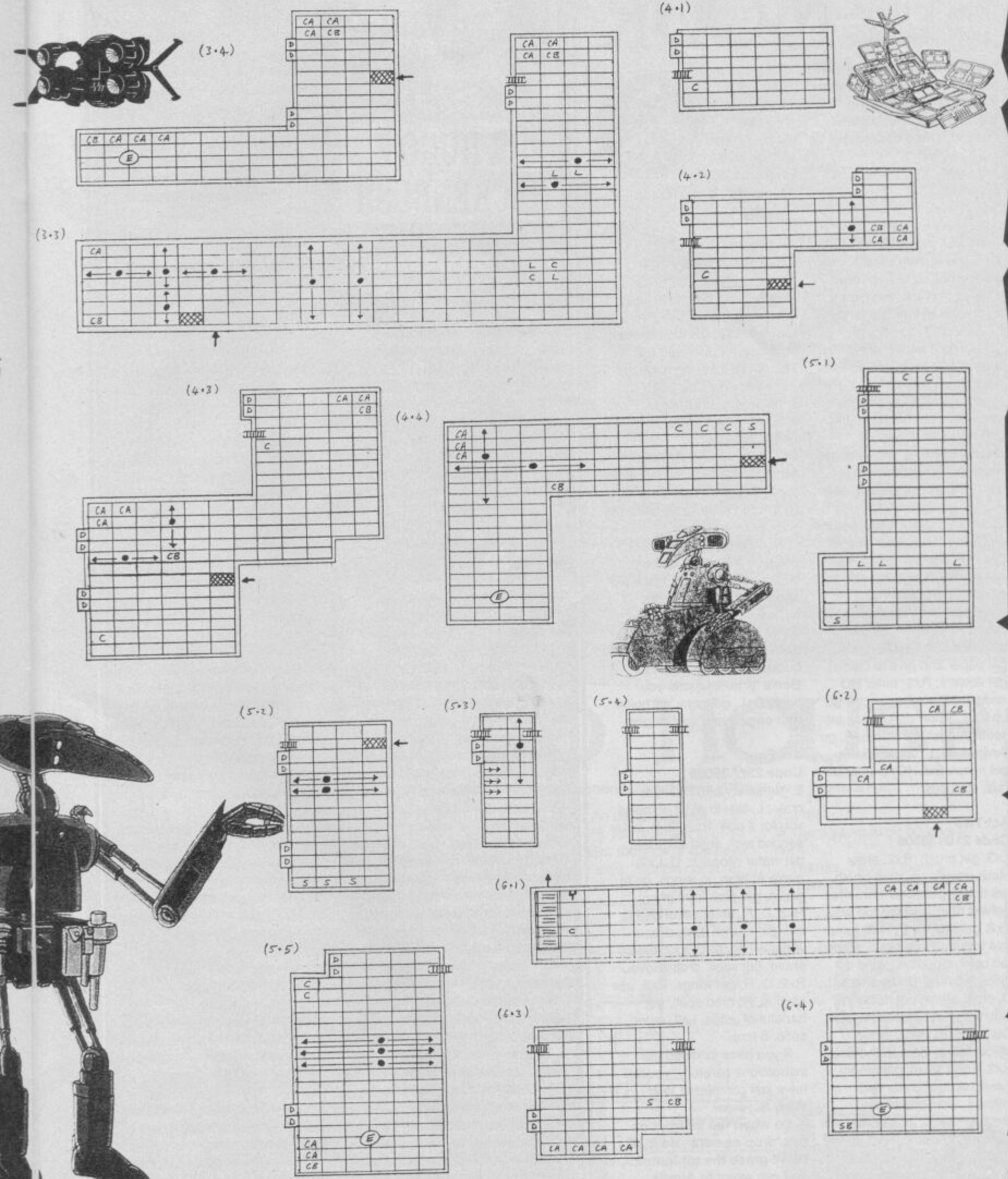
C Computer (destroy for more points)
L Locker (destroy for more points)
S Storage box (find bombs inside)
CB Control box (destroy to release hostages from their capsule prison)
CA Hostage inside capsule prison
Y Lift switch (touch to make lift barrier drop)
D Door (through which baddies come)
(E) Escape tube to next level
→→ Spikes which come out of the wall
←•→ Small ball monster (moves rapidly over area shown and one touch can kill)

TIPS

- Keep moving all the time and try to judge robot monsters' pattern of walking.
- Don't bother about the lockers or computers.
- Have a vid of a really awful 1950s space movie playing in the background (for the atmosphere, you know).



ET OF THE ROBOT MONSTERS



WILD WEST SEYMOUR

It's only been on the shelves for a few weeks and already Ben Gardner has got *Wild West Seymour* completely sussed. The clever pixie.

Act One
No code
Talk to Rich until he gives you note, read note, drop note, R, enter HQ, get remote control, Rx2, use remote control, drop remote control. Get battery pack from plane, get paper from safe, get microphone, Lx2, exit HQ.

Lx2, drop paper, enter bus, drop microphone, talk to Pete, get camera, put battery pack in camers, exit top way and jump right into trees. R, jump into cloud, Rx2, get clapperboard, enter shed, get beans and plant them in pot, get plunger, exit shed, L, enter HQ, R, go up in lift, L, enter dark room, flick switch, use plunger in sink, drop plunger. Get film, put film in camera, get key, exit darkroom, R, go down in lift, L. Exit HQ, Lx2, enter bus, drop clapperboard, talk to Pete, drop camera, start bus with key. Exit bus, get paper and give to Genie, get flowers, Rx2, enter HQ and give Clare flowers, R, go up lift, L, enter darkroom, get spotlight, exit darkroom, R, go down in lift, L, talk to Clare, get script, exit HQ, Lx2, enter bus, start bus.

Act Two
Code 21D135008
Lx3, get brush, Rx2, enter store, sweep up, drop brush, get ticket, get dollar from man behind door. Exit the top way, Lx2, get key, R, U, Rx2, jump into tree and into cloud. Jump left using clouds. L, wind up clock with key 'til key snaps. L, D, enter office, put dollar in slot, stand outside booth 'til it flashes. Exit office, enter office, talk to Sam, exit office, Rx2. Enter store, get broom, sweep up, get dollar and railcard, exit bottom way.



Lx2, enter office, put dollar in slot, stand outside booth 'til it flashes, exit office, enter office, talk to Sam, get photos. (If they still haven't come out, go and sweep up again 'til they do.) Exit office, L, enter train.



Act Three
Code 10C700068
Get elastoplast and scissors from first-aid box, Lx2, jump on coal, get coal, use coal in furnace, Lx7, get tumbleweed, Rx7, use tumbleweed on engine, R, enter carriage, get harmonica, exit carriage, L, jump onto train carriage, Rx4, use harmonica, drop harmonica. Get pick axe, R, D, Lx2, use pick axe on left of screen, Dx2, L, give Ham Polo the scissors, get ore detector, R, talk to Genie 'til he teleports you back.

R, drop elastoplast, R, D, R, use pick axe when detector bleeps, get gold, drop pick axe and detector. L, U, L, get bucket, L, get elastoplast, cover hole in bucket with elastoplast. R, D, Lx2, Dx2, fill bucket with water, talk to Genie 'til he teleports you back. D, L, get cigar, fill boiler with engine and light engine.

Act Four
Code 238A35008
L, get safety pin, Dx2, get crate, L, talk to Al 'til he takes you for a ride, Rx2, D, R, enter second tent, enter third tent, get water wings, L, U, Lx2, make Al blow up wings, go to grave, get pipe from grave, Rx2, D, R, enter second tent, rx2, get shovel. Lx2, drop water wings, L, U, Lx2, dig up grave, get spell, drop shovel, Rx2, D, R, get wings, Rx2, use spell, L, R, drop spell, get handful of crops, Lx2, enter second tent.

If you have followed the instructions carefully, you will have just completed *Wild West Seymour.*

So when the instruction say 'drop camera', do that. Don't press the off button and run away to Auntie Marge's for a bit of her triple choc cake.

THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Nurse Brittenhouse, put away that stethoscope and come sit beside me on the examination couch while I uncork a bottle of fine wine. If you fancy one yourself, they're on the shelf over there. Yes, my darling Emily, you see before you the new, mellower Hackenbush. With that Drizzly fellow out of my life at last I feel a great weight has lifted from my shoulders. Let me shrug off this white coat and you can see for yourself. Ah, alone at last. Oh, hallo. Who times these visits anyway? Well, as long as you're here, let's get on with it.

RICHARD SWANN CORNER
Well, it seems that way to me anyway. The unstoppable Swann has just about cleared up the Au Secours special of two months back. Take it away, Swann. 'The passwords for *Thunderbirds* are Recovery, Aloysius and Anderson. To play *Whino Hunt* in *Forbidden Planet* you simply hold down 1,2 and 3. You can find Timmy in *The Famous Five* by becoming George, going to the bay and asking Alf. The aerosol can in *Rentakill Rita* merely refills your stock of insect spray. To get it, jump from the lift onto the first tower, then jump from the very edge to the second tower, and so on until you reach it. Finally, in *Herbert's Dummy Run,* take the brick and the chocolate 10p to the room with lots of tennis balls. Drop the brick to the right of the cash desk, jump onto the brick, jump left onto the counter and walk across it. As you pass the cash desk, the chocolate 10p turns into a real one. Get the bomb and go to the door with the slot, and it will open.' Many thanks, Swann. Thanks also go out to Leigh Loveday, Toby Powell, Dave the Rave, Dominic Rackstraw and Gavin Smith, who between them said much the same things. But back to Swann, who seems to have a bee in his bonnet. 'Stop blaming me over *Stormbringer.* Edward Sykes wrote to me and I solved some of his problems. Some, not all – because I've got an early bugged version of the game. I'll be sending Ed some ZAT goodies as compensation, and anyway, that's one failure compared to one hundred and fifty successes with over three hundred games. Nobody's perfect!' How true, Swann, how true. The path of life is a rocky one, and it's all too easy to stumble into the ditch of adversity, or get trapped on a legal technicality by some shyster lawyer after a quick buck, regardless of the obvious innocence of the defendant. But I digress.

EMPIRE
Marc Forrester has extended a helping hand to Graham Martin regarding this space game. 'To start with, presuming you're familiar with the controls, just dock with the starbase and accept the mission, then fly around until you see some aliens and zap them. Basically. Then take the pod and return to the base. A handy tip here is to invest some time in clearing the galaxy of aliens – it will make things a lot easier later on. Just keep plugging away – you'll get them all eventually. Now fly to a planet, down the tunnel to the surface and collect lots of pods, ferrying them back to the starbase until its three requirements are one hundred percent fulfilled. Now buy the thing. This really opens up the game, as you can now make antidote pods for the plague-infected systems, get a better ship, and, er, lots of other things. Hope that helps. By the way, don't get so wound up about Dizzy. He's definitely nothing more than a collection of eight-bit binary codes and some Z80 movement routines.' Ha ha! A fine joke there indeed, Forrester. I'm glad you wrote it down, so I can throw it away.

THE RUNES OF ZENDOS
Leigh Loveday has demolished the runic codes in this game. 'You work out the runes from those spelling 'Zendos' on the hourglass on the cover, and from the spelling of each month's name one rune at a time in the top right of the screen as you move through the adventure. Anyway, I've got a list of 'em and if Vicky (or anyone else for that matter) wants it and a solution to the game, send a sae to me at Room 5, Flat 155, Hendrefoilan Woodside, Swansea SA2 7QL. PS: Down with philosophy.' What an odd fellow. Ah, that explains it – apparently, Loveday's become a student.

AU SECOURS
Gary Kearley: "Are the gems in *Bloodwych* in the first data load, or do you come across them later on?"
D Mann: "After finding the Legge Key and the Cashpoint, Barclay and Access Cards in *2112AD,* I've got totally stuck."

Remember folks, kindly old Hackenbush is just here to help. Send all tips, snags and crossed cheques to me at the YS Clinic, 30 Monmouth St, Bath BA1 2BW. Now I'm off to think up another Secret Word. Nurse! Put down that canapé and break out the theasuri.

PRACTICAL POKES

A heaped spoonful of festive cheats courtesy of everyone's fave JON NORTH. Mmm, lovely.

Ah, nearly Christmas again. The only time of year you can go out in a cotton-wool beard and a fluorescent red suit and not look out of place. I tried wearing mine to a club in Purley, but I wasn't allowed in. (So what if it was the middle of summer?) Here are your numbers.

WIZBALL

I had a letter asking for this one, so here, courtesy of Alex Lindsay of Sutton in Surrey, is a routine for immortality to nearly everything, and infy lives against the rest. Alex assures me that she's female, but the name's a bit too ambiguous for me to accept that. Send a photo and I might (might) consider believing you. But I doubt it.

```
10 REM WIZBALL BY ALEX
LINDSAY
20 FOR F=4E4 TO 40118
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 4E4
50 DATA 49,200,175,221,33
60 DATA 189,228,17,67,27
70 DATA 62,255,55,205,86
80 DATA 5,48,241,33,189
90 DATA 228,221,33,177,156
100 DATA 6,6,197,6,0
110 DATA 221,78,0,221,35
120 DATA 17,72,88,237,176
130 DATA 229,33,75,88,126
140 DATA 254,54,32,2,54
150 DATA 0,235,54,201,205
160 DATA 72,88,225,193,16
170 DATA 222,33,110,238,17
180 DATA 7,252,1,0,4
190 DATA 237,176,33,145,156
200 DATA 34,20,255,195,9
210 DATA 255,33,165,156,213
220 DATA 17,9,255,1,13,0
230 DATA 237,83,68,254,237
240 DATA 176,209,195,110,254
250 DATA 175,50,155,144,62
260 DATA 58,50,187,143,195
270 DATA 69,255,16,24,50
280 DATA 14,25,22
```

INSECTOR HECTI

This was an old budgie game if I remember rightly. (If I remember wrongly it was probably about thirteen quid, so let's hope I was right, eh?) Someone who couldn't care less is Dave Barfoot (aka the Cardboard Box).

```
10 REM HECTI BY DAVE
BARFOOT
20 FOR F=64048 TO 64187
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 64048
50 DATA 221,33,222,103,17
60 DATA 12,12,62,255,55
70 DATA 205,86,5,48,241
80 DATA 243,49,0,0,33
90 DATA 72,104,124,254,112
100 DATA 40,53,6,1,62
110 DATA 179,237,177,126,254
120 DATA 32,32,247,35,35
130 DATA 237,91,68,250,237
140 DATA 82,229,193,42,68
150 DATA 250,17,100,89,237
160 DATA 176,34,68,250,235
170 DATA 54,201,62,0,237
180 DATA 79,205,100,89,237
190 DATA 95,7,214,8,15
200 DATA 50,111,250,24,195
210 DATA 33,137,250,34,224
220 DATA 112,195,0,112,205
230 DATA 98,5,208,243,49
240 DATA 0,0,33,9,124
250 DATA 34,68,250,62,128
260 DATA 50,72,250,62,89
270 DATA 50,74,250,195,63
280 DATA 250,33,173,250,34
290 DATA 208,236,195,0,128
300 DATA 175,50,46,159,50
310 DATA 103,171,62,58,50
320 DATA 23,125,195,0,66
```

HERO TURTLES

Someone who is definitely female is Sarah Roberts, who recently went off to get herself an education. It hasn't curbed her hacking exploits, however, as this infy energy hack demonstrates (except it probably won't because it's simply a lump of binary code, which can't do anything much except be, inasmuch as electrical pulses can really exist).

```
10 REM TMHT BY SARAH
ROBERTS
20 FOR F=3E4 TO 30080
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 3E4
50 DATA 33,61,117,17,0
60 DATA 95,213,1,175,0
70 DATA 237,176,201,49,179
80 DATA 95,221,33,0,64
90 DATA 17,0,27,62,255
100 DATA 55,205,86,5,48
110 DATA 241,175,50,72,92
120 DATA 50,141,92,221,33
130 DATA 0,128,17,217,105
140 DATA 62,255,55,205,86
150 DATA 5,48,241,33,7
160 DATA 149,54,195,35,54
170 DATA 59,35,54,95,62
180 DATA 201,50,113,143,195
190 DATA 79,139,210,217,253
200 DATA 62,58,50,91,135,201
```

Another year over, another twelve Practical Pokeses, and still not a single hack that works. *(He's joshing readers. We hope. Ed)* Ah well. Maybe in 1993, eh? If you want to see your stuff on this page (well, not this one in particular because it's filled up, but one similar to it next month) send your stuff to me, Jolly Jon Sandy North, at Practical Pokes, YS, 30 Monmouth Street, Bath BA1 2BW. See you in the new year – in the Big Blue Scrolly.

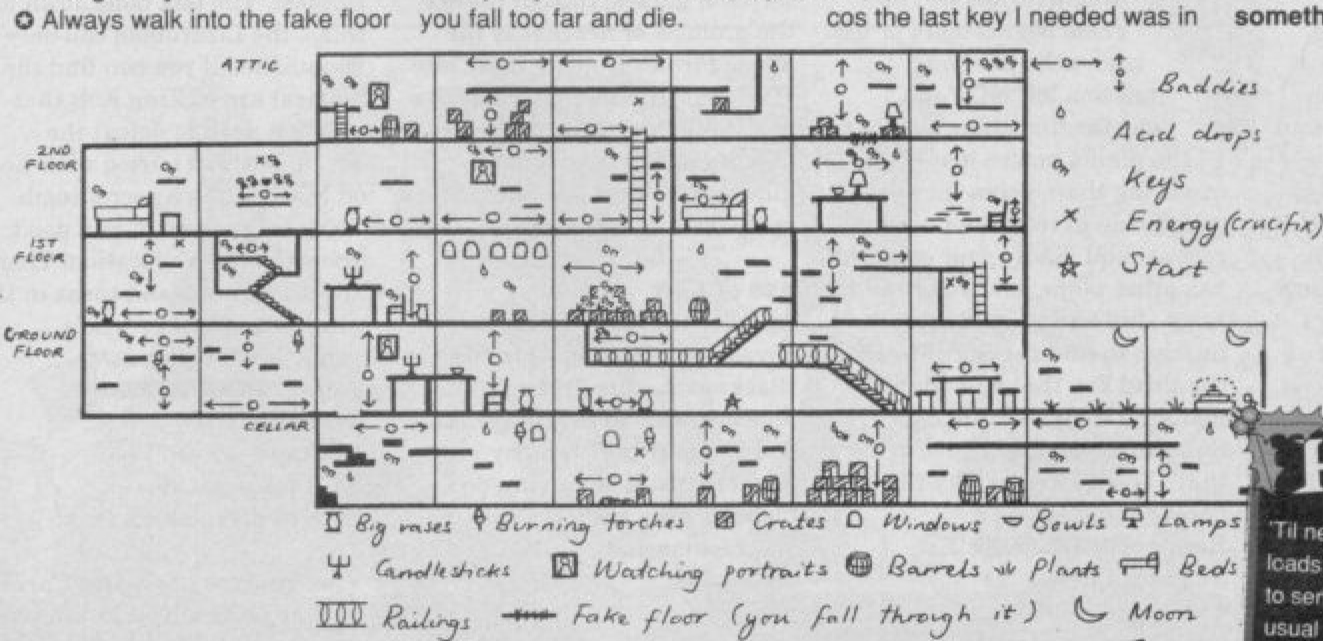
HAUNTED HOUSE

Tung Mac thought this reader game was quite easy. Just in case you found it a bit more difficult, he's drawn a map!

TIPS

- Keys cushion potentially fatal falls. So land on a key after tumbing and you'll be fine.
- Always walk into the fake floor (in attic level) from the left if you're using it as a shortcut or something. This way you land on a lamp. If you walk from the right, you fall too far and die.
- Do the cellar level last.
- I think you're meant to go to last cellar room once you have all the keys. (But I'm not sure, cos the last key I needed was in that room.)
- There seem to be 48 keys – not 40!

Thanks, Tung – there's something nice in the post!





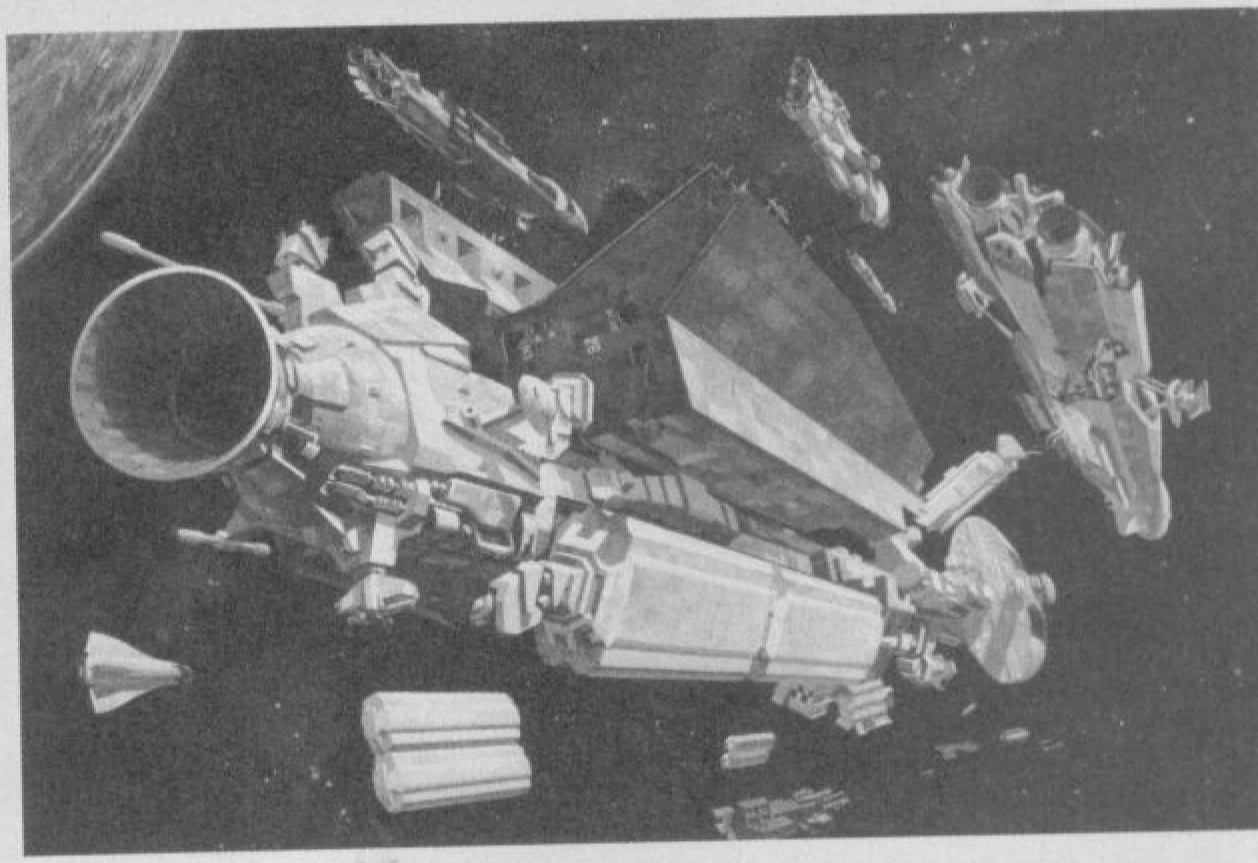
HOLLY

'Til next month, Spec-chums! I hope you get loads of games for Christmas, and remember to send all those tips and maps to me at the usual address. B-bye!

YS ADVENTURES



It's a pretty scene – dwarves with snow on their boots and Tim Kemp with a bushy white beard! It's the Christmas Adventures!



FSF (Fantasy and Science Fiction) adventures is run by world-renowned tall person Larry Horsfield. Larry has, in the past, tended to concentrate on bringing out multi-part adventures of the highest imaginable quality. Since his last real blockbuster – an epic four-parter that sneaked into my all time top fifteen adventures and received a YS megagame rating – I'm talking about the legendary *Axe of Kolt* – he's quietly been working on more titles. Some are his own creations while others have been inspired by other people but coded by Larry. It's about time we had a brief look at FSF's winter collection so here we go with a focus on FSF...

Magnetic Moon

Larry's first two games, *Magnetic Moon* and *Starship Quest* focused on a character called Mike Erlin. In *Magnetic Moon* you were the assistant astro-navigation officer on board the survey and exploration corps spaceship the Stellar Queen. As you trundled through space at a leisurely pace a tractor beam dragged your vessel towards an unknown planet. Once on the surface, the captain decided to form an assault party to seek out and destroy the source of the tractor beam so you could blast off and resume your journey through the Big Empty. The twist in the tale comes early as you are not picked to join the assault team and it would be a dull game if you only had to sit around and wait 'til they returned, so part of the game involves actually proving your worth as a useful crew member.

Rating: ■■■■■■■□□□
Magnetic Moon:
48K tape...£1.99
128K tape...£1.99
128K+3 disk...£2.99

Starship Quest



Starship Quest is the three-part sequel to *Magnetic Moon*. The game begins more or less where the previous mission left off. You discover that there's more to the planet you've just been exploring than meets the eye and decide to return for another root around. Sadly your captain has other plans, and you have to jump ship and go on a solo mission to find the Star Matrix, the third key that will enable mankind to inherit the Last Starship of the Galaxans. What's that? You'll have to play the game to find out.

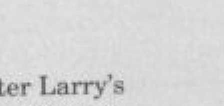
Rating: ■■■■■■■■□□
Starship Quest:
48K tape...£1.99
128K tape...£1.99
128K+3 disk...£2.99
Magnetic Moon and *Starship Quest*:
48K tape...£2.99
128K tape...£2.99

At that point we come to the end of the Mike Erlin Space Opera series of games, though there's the promise of *Revenge of the Space Pirates* (release date: late 1992) which once again features part-time hero, Mike Erlin, in a hyper-galactic search for a kidnapped priestess. Should be a good 'un.

Axe of Kolt

Another character Larry's developed is that of Alaric Blackmoon – his first appearance was in *Axe of Kolt*. *Axe* is a four-part fantasy adventure full of derring-do, blood 'n' guts and spectacular and mysterious quests.





You begin the game as an out-of-work mercenary, but believe me you are soon hacking and slashing all over the place. The Xixon Lizardmen are on the rampage after being banished for 200 years, and they must be stopped. The plot boils down to this... the Lizardmen can only be vanquished if you can find the magical axe of King Kolt that was last used to defeat the Xixon, but was buried with Kolt on his death in a secret tomb. Yep, you guessed it, you don't know the tomb's location. There are more twists and turns in this game than a snake who's swallowed a corkscrew!

Rating: ■■■■■■■■■■
Axe of Kolt:
48K tape...£2.49
128K tape...£2.99
128K+3 disk...£3.49

The Spectre of Castle Coris

If four parts of classic fantasy

action didn't satisfy you, then you can always have a stab at *The Spectre of Castle Coris*. Alaric Blackmoon is the central character once again (promoted for his troubles to Duke of High Jamack and Commander of the Royal Household Dragoons) and you get to face the terrors that lie within a town called Corwyn. You also uncover a plot so dastardly that I can't speak of it here – needless to say it involves the last Lizardman – a powerful Sorcerer called Zalazar and lots of demons. A superior quest that is a worthy follow up to *Axe of Kolt*.



Rating: ■■■■■■■■■■■❑
The Spectre of Castle Coris:
48K tape... £2.99
128K tape... £2.99
128K+3 disk... £3.99

As with the Mike Erlin SF games, Alaric Blackmoon is to return to your Spectrum pretty soon (again, in late '92) in a game called *Die Feuerfaust* (*The Fist Of Fire*) which sees our hero travelling to foreign shores in search of a mystical stolen relic. Apparently the 128k version can be played in hard and easy modes. Larry advises you to brush up on your German if you want to play the hard version!

Krazy Kartoonist Kaper
Grue-knapped

The other games in the FSF collection are a mixed bag. There's a 128k only adventure called *Krazy Kartoonist Kaper*. In it you play a dog who has to rescue her mistress after she's kidnapped by the SAS.

This game, as well as being a rare commodity – a funny game that actually is funny – is accompanied on the same tape by something called *Grue-knapped* which is also rather funny though in a far more subtle way. Originally available for the Amstrad it has been converted by Larry Horsfield and is probably one of the funniest games of the last five years. It all takes place in caves below Ormskirk. Doesn't sound like the stuff of comedic brilliance, but believe me it is! *Grue-knapped* is also available on its own.

Rating: ■■■■■■■■■❑❑❑
Krazy Kartoonist Kaper and *Grue-knapped*:
128K tape...£2.49
128K+3 disk...£3.49
Grue-knapped (48K only)
48K tape...£1.49

The Hermitage

Another 128k only adventure is *The Hermitage*. Written by Tony Collins it's all about Ambrose the Monk and his pilgrimage to the mountains of Vainmiomen where he's going to kill a hermit. Some pilgrim! Still, you are told the hermit is evil and must be done in. Things don't go smoothly and before long you'll wish you stayed in bed!

Rating: ■■■■■■■■■■❑❑
Hermitage (128K only)
128K tape...£1.99
128K+3 disk...£2.99

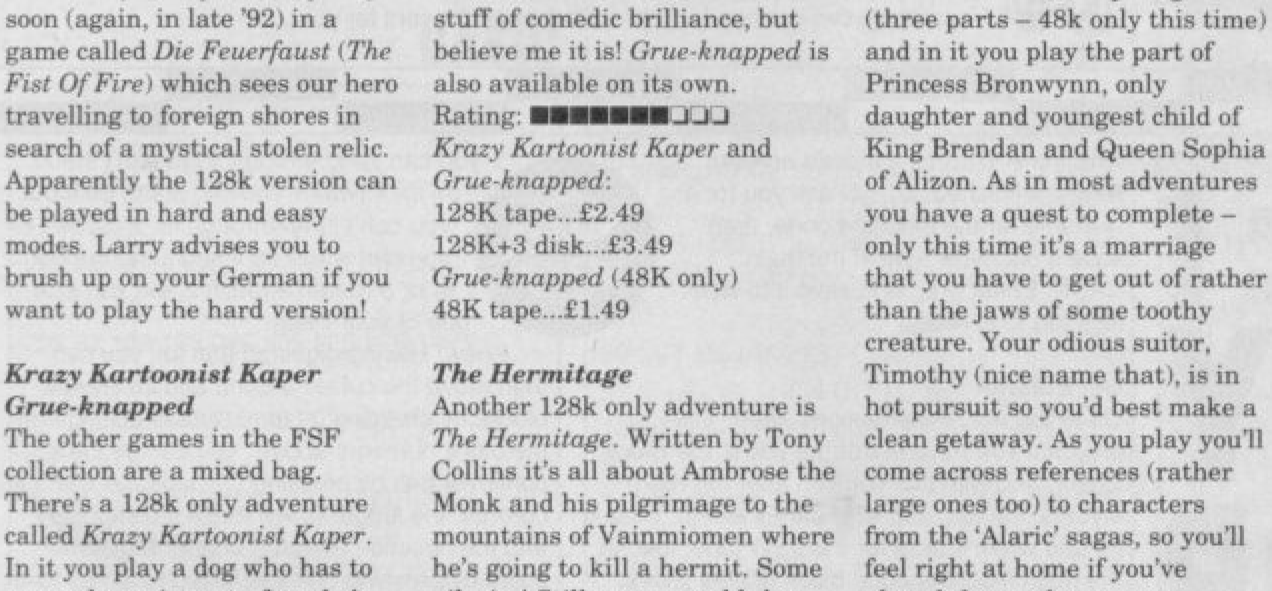
Run, Bronwynn, Run!

Finally in this focus on FSF Adventures we come to *Run, Bronwynn, Run!* Again Larry has made it a multi-part game (three parts – 48k only this time) and in it you play the part of Princess Bronwynn, only daughter and youngest child of King Brendan and Queen Sophia of Alizon. As in most adventures you have a quest to complete – only this time it's a marriage that you have to get out of rather than the jaws of some toothy creature. Your odious suitor, Timothy (nice name that), is in hot pursuit so you'd best make a clean getaway. As you play you'll come across references (rather large ones too) to characters from the 'Alaric' sagas, so you'll feel right at home if you've played those other games.

Rating: ■■■■■■■■■❑❑❑
Run, Bronwynn, Run! (48K only)
48K tape...£2.49
128K+3 disk...£3.49
Run, Bronwynn, Run! and *Spectre of Castle Coris* (on one +3 disk) £4.49

Right, looks like we've come to the end of what's turned out to be a rather detailed look at the FSF collection. If I had to sum up what I think FSF stands for I'd have to say that most of the games offer a great challenge, are full of rich evocative text that conjures up vivid images of the realms that you find yourself adventuring in, and there are more than enough plot twists and turns to keep you guessing. Larry Horsfield doesn't release games all that regularly (which is one reason why you'll not find him frequenting these pages too often) but when he's got a newie coming out you'll find me at the head of the queue waiting for it!

All games available from FSF Adventures, Larry Horsfield, 40 Harvey Gardens, Charlton, London SE7 8AJ. Cheques and POs made payable to FSF Adventures. Overseas customers please add: 50p per order (Europe) or £1.00 (the world)



DISCOUNTS!

Buy any two cassettes or +3 disks and deduct 50p from the combined price. Order three or more of any one medium and you can deduct £1.00 from the total. Send a sae or ask for more details when you order as Larry can supply games on 3.5" +D disks too, and it looks like he's flexible enough to put whatever you want on that medium!

PROGRAM PITSTOP



Christmas comes but once a year, and with it comes a whopping great *Jet Set Willy* Editor. Take it away, Santa Broadbent!

The time has come, Pitstoppers, for me to leave the green fields of Wiltshire, grow my hair long, and prepare myself for four years of abject poverty, as I become an undergraduate in that well known urban metropolis, Reading University. But fear not! I may be a few more miles away from Bath, but thanks to the wonders of modern technology (and the Post Office) I'll still be here every month bringing you the best in home-grown entertainment, with some startling stuff still on the way (as promised). But anyway, there's still a week to go before I take up permanent residence in the Students' Union bar, and in the meantime, I've got one heck of a Christmas present for you...

JET SET WILLY EDITOR

by Richard Swann

Dicky has come up trumps once more, earning himself another fifty green ones, and continuing his domination of YS. And he really is dominating Pitstop this month, as his lummocks-it's-huge program takes up the lot, even though (gasp) it's only the first part!

How To Do It

Well, we've got a bit of a surprise for you this month. Note the absence of nasty hex numbers in the listing. Yes! It's goodbye *Hex Loader* and hello *Decimal Loader*. To use this program, type in the main *Decimal Loader* bit and save it to tape. Then type in the data lines for the particular program you're writing and RUN the whole lot, entering the start address for the code when asked. The *Decimal Loader* will now POKE the data into memory, telling you which line to curse if there's an error. After it's finished, *DL* will ask you for a filename for the machine code, then save it out. Now type in the main BASIC Editor prog and save it to tape. Nothing to it, really.

Get Editing!

On to the actual instructions, then. The program you have in front of you is the *Block Editor*, and with this you can alter the room layouts, names, and where they exit to. Load it in, and when it asks for the *JSW* tape, load in the main machine code block (called *jsw1*). Done that? Then you'll be able to see a prompt asking you which screen you want to edit. I imagine a map would be handy at this stage, but just to start you off, the bathroom (where you start) is room number 33. Type in your room number, and up comes a representation of the room, with equal signs for conveyors, apostrophes for stairs and stars for items. And down there at the bottom – see it? – is the lovely little Main Menu. Let's look at the least complicated options first:

2) Choose a new screen to edit – dead easy.

3) File options – the test play option gives you infinite lives, fall forever, Attic Bug removed, and the teleport feature (which we haven't got room to describe), but make sure you've saved your screens before you use it.

1) EDIT – This is the real meat of the program (quoth Dicky), and is similar to the *Manic Miner Editor* routine. What you'll now see in addition to the room is a little cursor that you can move around using 5, 6, 7 and 8. Below this, you'll see what it is that your cursor is currently pointing at. This may be either C (a conveyor belt), S (stairs), K (an item – otherwise known as a key) or a number, in which case it's referring to one of the following blocks: 0 (air – you can jump through it but can't stand on it), 1 (wall – you can stand on it but you can't jump through it), 2 (water – you can stand on it and jump through it) or 3 (death – touch it and you lose one of your lives).

Phew! Having digested that lot, you can then move the cursor around and insert new blocks by pressing 0 (zero), and choosing from the block numbers above. You can define a conveyor belt by pressing C – type the x and y co-ords, the length (0 will make it disappear) and the direction (0=left, 1=right). Move the stairs by pressing S – again, you're asked for the x and y co-ords and the length, but this time the directions are as follows: 0=up/left, 1=up/right. To change the item positions: the items are numbered 0-82 – pressing F on the edit menu shows you which items are in your room, and pressing M lets you move an item to a different room. Then press K to fix the item's co-ords. Screen links – something *JSW* has that *Manic Miner* lacked, but here's how to manipulate them to your advantage. In the bottom right hand corner is a sort of compass thing that shows which room you can exit to in each direction. It's possible to exit in any direction from every room, although in the game a lot of the exits are blocked up. If you're in too deep already, you needn't worry about this bit, as the game already has a logical room linking system. If you feel the need, however, just press X and then enter the new room numbers. What could be easier?

Right, the very last bit – to change the screen name, press N, and to remove all the nasties, press D. You need to do this if you want to test play your room and you've changed it so that a monster walks into a wall,

as nasty things will start to happen. Don't panic, though, you can customise the baddies to your liking in next month's instalment. Finally, press SPACE to get back to the Main Menu. That's it – the *Sprite Editor* follows in next month's issue!

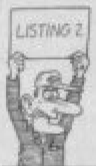


BASIC

```
10 REM Pitstop Decimal Loader
20 REM by Mr Pither's Vest
30 INPUT "Start address? ";a: POKE
65534,a-256*INT (a/256): POKE 65535,INT
(a/256): CLEAR a-1: LET a=PEEK
65534+256*PEEK 65535: LET L=100
40 FOR c=a TO 9e9 STEP 8: RESTORE L:
LET t=0: PRINT AT 0,0;"Reading data from
line ";L: FOR f=c TO c+7: READ b: IF b=999
THEN PRINT "All data OK": INPUT
"Filename ";a$: SAVE a$CODE a,f-a: STOP
50 POKE f,b: LET t=t+b: NEXT f: READ s: IF
s<>t THEN PRINT "Checksum error at line
";L: BEEP 1,0: STOP
60 LET L=L+10: NEXT c
```

BASIC

```
90 REM JSW data, start address: 23296
100 DATA 62,2,205,1,22,33,0,192,517
110 DATA 17,128,0,229,213,126,203,63,979
120 DATA
203,63,203,63,203,63,203,63,1064
130 DATA
203,63,198,123,215,209,225,229,1465
140 DATA
213,126,230,63,203,63,203,63,1164
150 DATA
203,63,203,63,198,123,215,209,1277
160 DATA
225,229,213,126,230,15,203,63,1304
170 DATA
203,63,198,123,215,209,225,229,1465
180 DATA
213,126,230,3,198,123,215,209,1317
190 DATA
225,35,27,122,179,32,188,201,1009
200 DATA 33,0,64,17,1,64,1,0,180
210 DATA 16,54,0,237,176,201,33,0,717
220 DATA 61,17,0,125,1,0,3,237,444
230 DATA
176,201,33,161,192,17,216,127,1123
240 DATA 1,8,0,237,176,35,1,8,466
250 DATA 0,237,176,35,1,8,0,237,694
260 DATA 176,35,1,8,0,237,176,201,834
270 DATA
58,78,192,230,243,42,137,91,1071
280 DATA
119,201,58,78,192,230,207,42,1127
290 DATA
147,91,119,201,58,78,192,230,1116
300 DATA 63,42,157,91,119,201,0,0,673
310 DATA 62,2,205,1,22,33,173,164,662
320 DATA 17,173,165,1,83,0,197,213,849
330 DATA
229,126,203,191,203,183,254,0,1389
340 DATA 32,51,26,203,63,203,63,203,844
350 DATA 63,203,63,203,63,79,203,39,916
360 DATA 203,39,203,39,203,39,203,39,968
370 DATA 71,26,144,71,126,203,127,40,808
380 DATA 4,121,198,8,79,197,62,22,691
390 DATA
215,193,197,121,215,193,197,120,1451
400 DATA
215,193,62,42,215,225,209,193,1354
410 DATA 35,19,11,120,177,32,183,201,778
420 DATA 999
```



BASIC

```
1 REM JSW Block Editor by Richard Swann
10 LOAD ""CODE 23296: BORDER 0:
PAPER 0: PEN 7: CLEAR 31999:
RANDOMIZE USR 23390: POKE
23607,124
20 PRINT "JET SET WILLY EDITOR
1""Play your original tape"
30 LOAD "jsw1"CODE : POKE 59900,255
40 LET o=0: CLS
50 INPUT "Which screen (0 to 60) ";screen:
IF screen<0 OR screen>60 THEN GO TO
50
60 CLS : GO SUB 630
70 PRINT AT 17,0;"1) Edit 2) New Screen 3)
File"
80 LET a$=INKEY$
90 IF a$="2" THEN GO TO 50
100 IF a$="1" THEN GO SUB 130: GO TO
60
110 IF a$="3" THEN GO SUB 1240: GO TO
60
120 GO TO 80
130 GO SUB 440
140 LET oxc=0: LET oyc=0: LET xc=0: LET
yc=0: LET peek=pointer: LET peekbit=4
150 PRINT AT 19,0;"Current Object=";o
160 PRINT AT 18,0;"Co ords
(";xc;",";yc;")=";
170 IF SCREEN$(yc,xc)="'" THEN PRINT
"S";: GO TO 220
180 IF SCREEN$(yc,xc)="=" THEN PRINT
"C";: GO TO 220
190 IF SCREEN$(yc,xc)="*" THEN PRINT
"K";: GO TO 220
200 IF SCREEN$(yc,xc)=" " THEN PRINT
"0";: GO TO 220
210 PRINT (CODE (SCREEN$(yc,xc)))-123;
220 PRINT "  ": PRINT AT oyc,oxc;
INVERSE 0;SCREEN$(oyc,oxc): PRINT AT
yc,xc; INVERSE 1;SCREEN$(yc,xc)
230 LET a$=INKEY$: IF a$="" THEN GO
TO 230
240 IF a$=" " THEN RETURN
250 IF a$="5" AND xc>0 THEN LET oyc=yc:
LET oxc=xc: LET xc=xc-1: LET
peekbit=peekbit+1: IF peekbit=5 THEN LET
peekbit=1: LET peek=peek-1
260 IF a$="8" AND xc<31 THEN LET
oyc=yc: LET oxc=xc: LET xc=xc+1: LET
peekbit=peekbit-1: IF peekbit=0 THEN LET
peekbit=4: LET peek=peek+1
270 IF a$="7" AND yc>0 THEN LET
oyc=yc: LET oxc=xc: LET yc=yc-1: LET
peek=peek-8
280 IF a$="6" AND yc<15 THEN LET
oyc=yc: LET oxc=xc: LET yc=yc+1: LET
peek=peek+8
290 IF a$="0" AND peekbit=1 THEN POKE
peek,((INT ((PEEK peek)/4)*4)+o)
300 IF a$="0" AND peekbit=2 THEN POKE
23434,INT (peek/256): POKE 23433,peek-
((PEEK 23434)*256): RANDOMIZE USR
23432: POKE peek,(PEEK peek)+(o*4)
310 IF a$="0" AND peekbit=3 THEN POKE
23444,INT (peek/256): POKE 23443,peek-
((PEEK 23444)*256): RANDOMIZE USR
23442: POKE peek,(PEEK peek)+(o*16)
320 IF a$="0" AND peekbit=4 THEN POKE
23454,INT (peek/256): POKE 23453,peek-
((PEEK 23454)*256): RANDOMIZE USR
23452: POKE peek,(PEEK peek)+(o*64)
330 IF a$="0" THEN PRINT AT yc,xc;CHR$
(o+123): BEEP .05,1
340 IF a$=CHR$ 13 THEN GO SUB 780
350 IF a$="c" THEN GO SUB 900
360 IF a$="s" THEN GO SUB 1070
370 IF a$="f" THEN GO SUB 560
380 IF a$="k" THEN GO SUB 1380
390 IF a$="m" THEN GO SUB 1510
400 IF a$="d" THEN GO SUB 610
410 IF a$="e" THEN GO SUB 450
420 IF a$="n" THEN GO SUB 540
430 GO TO 150
440 CLS : GO SUB 630: PRINT AT
17,0;"See documentation for keys": GO
SUB 840: RETURN
450 INPUT "Up (now ";(PEEK
(pointer+235));",0-60) ";u: IF u<0 OR u>60
THEN GO TO 450  460 POKE
(pointer+235),u
470 INPUT "Down (now ";(PEEK
(pointer+236));",0-60) ";d: IF d<0 OR d>60
THEN GO TO 470
480 POKE (pointer+236),d
490 INPUT "Left (now ";(PEEK
(pointer+233));",0-60) ";l: IF l<0 OR l>60
THEN GO TO 490
500 POKE (pointer+233),l  510 INPUT
"Right (now ";(PEEK (pointer+234));",0-60)
";r: IF r<0 OR r>60 THEN GO TO 510
520 POKE (pointer+234),r
530 RETURN
540 PRINT AT 20,0; PEN 3; FLASH
1;"name": INPUT LINE n$: FOR n=1 TO
LEN n$: POKE (pointer+127+n),CODE
(n$(n)): NEXT n: PRINT AT 20,0;"    "
550 PRINT AT 16,0;: FOR n=(pointer+128)
TO (pointer+159): PRINT CHR$ (PEEK n);:
NEXT n: RETURN
560 CLS : PRINT "This room contains key
```

```
numbers:"
570 FOR n=42157 TO 42239: LET
fp=PEEK n
580 IF fp>127 THEN LET fp=fp-128
590 IF fp=screen THEN PRINT (n-42157)
600 NEXT n: PRINT #0;"Press any key":
PAUSE 0: GO SUB 440: RETURN
610 INPUT "Do you want to erase nasties?
"; LINE n$: IF n$(1)="y" OR n$(1)="Y"
THEN FOR n=(pointer+241) TO
(pointer+255): POKE n,0: NEXT n: POKE
(pointer+240),255
620 RETURN
630 LET pointer=screen*256+49152: POKE
23303,pointer/256: POKE
23404,pointer/256: RANDOMIZE USR
23402: RANDOMIZE USR 23296
640 PRINT : FOR n=pointer+128 TO
pointer+159: PRINT CHR$ (PEEK n);:
NEXT n
650 LET cy=INT ((PEEK (pointer+215))/32)
660 LET cx=(PEEK (pointer+215))-(cy*32):
IF (PEEK (pointer+216))=95 THEN LET
cy=cy+8
670 LET cl=(PEEK (pointer+217)): LET
cd=(PEEK (pointer+214))
680 GO SUB 750
690 LET sy=INT ((PEEK (pointer+219))/32)
700 LET sx=(PEEK (pointer+219))-(sy*32):
IF (PEEK (pointer+220))=95 THEN LET
sy=sy+8
710 LET sl=(PEEK (pointer+221)): LET
sd=(PEEK (pointer+218))
720 GO SUB 800
730 GO SUB 1370
740 PRINT AT 21,0;"screen ";screen:
RETURN
750 PRINT AT cy,cx;
760 FOR n=1 TO cl: PRINT "=";: NEXT n
770 RETURN
780 INPUT "New sprite (0-3) ";io: IF io<0
OR io>3 THEN GO TO 780
790 LET o=io: RETURN
800 LET tsx=sx: LET tsy=sy: FOR n=1 TO
sl
810 IF sd=0 THEN PRINT AT tsy,tsx;"""":
LET tsy=tsy-1: LET tsx=tsx-1
820 IF sd=1 THEN PRINT AT tsy,tsx;"""":
LET tsy=tsy-1: LET tsx=tsx+1
830 NEXT n: RETURN
840 PRINT AT 18,28;PEEK (pointer+235):
PRINT AT 19,28;"*": PRINT AT 20,28;PEEK
(pointer+236)
850 IF PEEK (pointer+233)<10 THEN
PRINT AT 19,26;" ";PEEK (pointer+233)
860 IF PEEK (pointer+233)>=10 THEN
PRINT AT 19,26;PEEK (pointer+233)
870 IF PEEK (pointer+234)<10 THEN
PRINT AT 19,29;PEEK (pointer+234);" "
880 IF PEEK (pointer+234)>=10 THEN
PRINT AT 19,29;PEEK (pointer+234)
890 RETURN
900 PRINT AT 20,0; FLASH 1; PEN
3;"conveyor belt"
910 INPUT "New x-co-ordinate (now
";(cx);")";tcx
920 IF tcx<0 OR tcx>31 THEN GO TO 910
930 LET cx=tcx
940 INPUT "New y-co-ordinate (now
";(cy);")";tcy
950 IF tcy<0 OR tcy>15 THEN GO TO 940
960 LET cy=tcy  970 INPUT "New length
(now ";(cl);")";tcl
980 IF tcl<0 OR tcl>(31-cx) THEN GO TO
970
990 LET cl=tcl
1000 INPUT "Direction (now ";(cd);")";tcd
1010 IF tcd<>0 AND tcd<>1 THEN GO TO
1000
1020 LET cd=tcd
1030 POKE (pointer+214),cd: POKE
(pointer+217),cl
1040 IF cy<8 THEN POKE
(pointer+215),(cy*32)+cx: POKE
(pointer+216),94
1050 IF cy>7 THEN POKE
(pointer+215),((cy-8)*32)+cx: POKE
(pointer+216),95
1060 PRINT AT 20,0;"             ": PRINT AT
0,0;: GO SUB 630: RETURN
1070 PRINT AT 20,0; FLASH 1; PEN
3;"stairs"
1080 INPUT "New x-co-ordinate (now
";(sx);")";tsx
1090 IF tsx<0 OR tsx>31 THEN GO TO
1080
1100 LET sx=tsx
1110 INPUT "New y-co-ordinate (now
";(sy);")";tsy
1120 IF tsy<0 OR tsy>15 THEN GO TO
1110
1130 LET sy=tsy
1140 INPUT "New direction (now
";(sd);")";tsd
1150 IF tsd<>0 AND tsd<>1 THEN GO TO
1130
1160 LET sd=tsd
1170 INPUT "Stair length (now ";(sl);")";tsl
1180 IF sd=0 THEN IF sy-tsl<0 OR sx-tsl<0
THEN GO TO 1170
1190 IF sd=1 THEN IF sy-tsl<0 OR
sx+tsl>31 THEN GO TO 1170
1200 LET sl=tsl: POKE (pointer+218),sd:
POKE (pointer+221),sl
1210 IF sy<8 THEN POKE
(pointer+219),(sy*32)+sx: POKE
(pointer+220),94
1220 IF sy>7 THEN POKE
(pointer+219),((sy-8)*32)+sx: POKE
(pointer+220),95
1230 PRINT AT 20,0;"             ": PRINT AT
0,0;: GO SUB 630: RETURN
1240 CLS : GO SUB 630: PRINT AT
17,0;"1) Load 2) Save 3)Test 4)Exit"
1250 LET a$=INKEY$: IF a$="" THEN GO
TO 1250
1260 IF a$="1" THEN GO SUB 1310
1270 IF a$="2" THEN GO SUB 1330
1280 IF a$="3" THEN GO SUB 1350
1290 IF a$="4" THEN RETURN
1300 GO TO 1250
1310 INPUT "Filename:";f$: IF LEN f$=0
OR LEN f$>10 THEN GO TO 1310
1320 LOAD f$CODE 32768,32768:
RETURN
1330 INPUT "Filename:";f$: IF LEN f$=0
OR LEN f$>10 THEN GO TO 1330
1340 SAVE f$CODE 32768,32768:
RETURN
1350 INPUT "Sure?"; LINE a$: IF
a$(1)<>"y" AND a$(1)<>"Y" THEN
RETURN
1360 POKE 35899,0: POKE 36470,0:
POKE 34275,10: RANDOMIZE USR 33792
1370 POKE 23487,screen: RANDOMIZE
USR 23464: RETURN
1380 PRINT AT 20,0; FLASH 1; PEN
3;"keys"
1390 INPUT "Which key number (0-82) ";kn
1400 IF kn<0 OR kn>82 THEN GO TO
1390
1410 LET ky=(INT ((PEEK
(kn+42413))/32)): LET kx=(PEEK
(kn+42413))-(ky*32): IF (PEEK
(kn+42157))>127 THEN LET ky=ky+8
1420 PRINT AT ky,kx;" "
1430 INPUT "New x-co-ordinate (now
";(kx);") ";tkx: IF tkx<0 OR tkx>31 THEN GO
TO 1430
1440 LET kx=tkx
1450 INPUT "New y-co-ordinate (now
";(ky);") ";tky: IF tky<0 OR tky>15 THEN GO
TO 1430
1460 LET ky=tky 1470 IF ky<8 AND (PEEK
(kn+42157))>127 THEN POKE (kn+42157),
(PEEK (kn+42157))-128
1480 IF ky>7 THEN LET ky=ky-8: IF (PEEK
(kn+42157))<128 THEN POKE (kn+42157),
(PEEK (kn+42157))+128
1490 POKE (kn+42413),(ky*32)+kx
1500 PRINT AT 20,0;"    ": GO SUB 1370:
RETURN
1510 INPUT "Move which key (0-82) ";kn: IF
kn<0 OR kn>82 THEN GO TO 1510
1520 LET kr=PEEK (kn+42157): IF kr>127
THEN LET kr=kr-128
1530 INPUT "Move to what room (now
";(kr);") ";tkr: IF tkr<0 OR tkr>60 THEN GO
TO 1530
1540 LET kr=tkr: IF PEEK (kn+42157)>127
THEN LET kr=kr+128
1550 POKE (kn+42157),kr: RETURN
```

YIBBLE

That's all, folks, but don't forget to tune in next month for another hefty lump of *Jet Set Willy Editor*. By the time you read this I'll have just about exhausted the mountainous heap of SAM and Speccy programs before me, so get coding and send the fruits of your labour (no kumquats or Golden Delicious apples please) to me, CB, at Perpendicular Pitstop, YS, 30 Monmouth St, Bath BA1 2BW, and I'll see you next month, live and direct from Reading University. (Ooh, I'm a-trembly with excitement!)



HO HO HO. MERRY CHRISTMAS.
ERNIE™ THE PSYCHOTIC MADMAN
'GETS A JOB'
BY PHIL McCARDLE
OH NO! ERNIE'S GOT A JOB AT THE LOCAL PETROL STATION!
PETROL
RIGHT, ERNIE. I'M OFF OUT FOR A MINUTE. I HOPE YOU'LL MANAGE ALL RIGHT ON YOUR OWN.
POOR STUPID, FOOLISH MAN
SOON.....
PAAAAARRP?!!
WARNING: DEADLY TOXIC CHEMICAL WASTE
SCREEEE!!
ALL REET LAD! FILL'ER UP AN' NONE O' THAT LEAD FREE MUCK! GIVE US SOMETHIN' THA'LL PUT 'AIRS ON YER CHEST!
I THINK I SHALL FILL THIS MOTOCAR WITH PETROL
PAF!
WANG!
AN' HURRY UP 'BOUT IT OR I'LL 'TAN YOUR 'IDE LAD!
BOOT!
I CAN'T STAND ANY SLACKIN' ABOUT, SO SHIFT YERSELF!
YOU YOUNG 'UNS GOT NO IDEA O' WORK! IN MY DAY WE 'AD TO WORK 35 HOURS A DAY AND GET PAID NOTHIN'!
THROTTLE! THROTTLE!
AN' WOT'S THIS YER READIN'? COMPUTERS? YER SOFT NANCY!
EXCUSE ME.....
AN' IN MY DAY WE NEVER 'AD THINGS LIKE VIDEO GAMES! NO WONDER T'YOUTH O' TODAY ARE SOFT!
OH DEAR!
WOOOMF!
WHAP
YES, WELL, I SUPPOSE IN YOUR DAY, THEY NEVER HAD UZI SUB-AUTOMATIC MACHINE GUNS DID THEY?
EH? YOU WO'?
CLIK!
OH NO!!!
BUDDA BUDDA BUDDA!
BOOOM!
ALL OVER THE PIPE NETWORK...
BOOM!
MAN HOLES...
BA-ROOM!
KA-THOOM!
REFINERIES...
NEIGHBOURING STATIONS...
OH MY GOD! WHAT THE HELL HAPPENED HERE?!?!!?
SEARCH ME GUV. IF YOU ASK ME, IT WAS PROBABLY A DISCARDED MATCH - YOU KNOW HOW CARELESS THE YOUTH OF TODAY IS.
PHIL

Steve's Programmi

Yes, I'm back again in a sort of spooky way that may suggest that I am, in fact, using the same opening words as I did last month. What a little scamp I am, eh? Let's spill convenient circles of blood, egg, sweat and oil on a nice clean shirt and see if we can get the lot out...

I"ve had quite a lot of luck recently in the field of music, though sadly not for *The Pathetic Pablo Brothers*. Some vintage and imported KLF has made its way into my hands, along with a lot of The Orb, and the general feeling in the launderette is friendly and ambient. The only link to reality is the horrible Christmas poster in the window – one of those day-glo robins on an unconvincing branch with "Season"s Greetings" scrawled over approximately 68% of its area. Nobody likes them, but all launderettes have to have them by law!

Okay, back to the wonderful world of Pablovian programming. I think you'll like the results of this month's chunk o'lines. It'll take ages to type in, I guarantee, but in just ten minutes/one hour/sixteen days (delete as applicable) you will be able to make Pablo walk around last month's screen, picking up enough cash to use a washing machine at my launderette – and maybe even get a twenty-minutes tumble-dry!

However, unlike last month's launderette listing, we really don't have many routines, just a couple of slightly long ones and some additions to the Main Loop from last month. There aren't any more graphics either, so we could run out of washing powder far too early... Oh well, let's see, eh?

Main Loop Part Two – The Sequel!

From last month's listing, we'll add the rather complex-looking (and pretty complex anyway!) movement and detection routine. Notice the use of the ATTR command, this checks the INK and PAPER at the print location specified. The number we check it against is INK+(8*PAPER), and I've been careful to make sure that all of the features are different colours (crafty devil that I am).

I'll also mention the way that I've set up the playing keys. It's essential that you can jump up and across by holding a direction and jump key, and the simplest way of doing this is by using **CAPS SHIFT** as the jump key. I've set it up so that **Q** is left and **W** is right, so if the INKEY$ character is **w** Pablo will walk right, whereas if it is **W** he'll jump and move right. This sounds fine at first, but what if we just want Pablo to jump straight up? We could have a separate jump key, but you'd end up dropping bricks onto your Speccy in frustration before long! However, a swift journey to the back of the Speccy manual shows that IN 65278 reads the line of keys including CAPS SHIFT, and after a quick experiment I found that IN 65278 is 191 when nothing is pressed, and it's 190 when it is. Watch out for these numbers in the listing!

We'll also introduce some new variable names, as promised last time. **Jump** has nothing to do with Kris Kross at all (thank goodness!) but is a way of conveying movement information between the main loop and the jump routine. **Fall** is defined to stop Pablo from walking when you're falling, and **k$** exists solely to hold the last INKEY$ character. And, erm, that's it. Here we go.



```
2 REM Add this to last month's Main Loop, or you're a tad stuck!
110 LET k$=INKEY$:IF ATTR (y+3,x)+ATTR (y+3,x+1)=112 THEN GO SUB 2000:LET y=y+1:GO SUB 3000:BEEP .02,0:LET fall=1:GO TO 130:REM No platform, so you drop!
120 LET fall=0
130 IF ATTR (y+3,x)=57 OR ATTR (y+3,x+1)=57 THEN BEEP .02,30:REM Stood on spike – more next month!
140 IF ATTR (y+3,x)=48 OR ATTR (y+3,x+1)=48 OR ATTR (y,x-1)=48 OR ATTR (y,x+2)=48 OR ATTR (y+1,x-1)=48 OR ATTR (y+1,x+2)=48 OR ATTR (y+2,x-1)=48 OR ATTR (y+2,x+2)=48 THEN GO SUB 3200:REM Coin
150 IF x=30 AND y=12 THEN BEEP .5,14:REM End of level exit
160 IF k$="" AND IN 65278=191 OR fall=1 THEN GOTO 110
```

```
165 REM A warm welcome, ladies and gents, for the movement routines!
170 IF IN 65278=190 AND k$="" THEN LET jump=105:GO SUB 4000:GO TO 110: REM Jump straight up
175 IF k$<>"q" AND k$<>"Q" AND k$<>"w" AND k$<>"W" THEN GO TO 110
180 IF k$="Q" THEN LET jump=8:LET dir=-1:GO SUB 4000:REM Jump left
185 IF k$="W" THEN LET jump=8:LET dir=1:GO SUB 4000:REM Jump right
190 GO SUB 2000
200 IF k$="q" AND ATTR (y+2,x-1)<>23 THEN LET x=x-1:LET dir=-1
210 IF k$="w" AND ATTR (y+2,x+2)<>23 THEN LET x=x+1:LET dir=1
220 GO SUB 3000
230 GO TO 110
235 REM That erases Pablo, changes position and redraws him ever so well.
```

Coin Collection

What good are coins if you can't use them? "Nowt," says Paul, but that's because he's from Leicester. In fact, I'm from Newark in Nottinghamshire (Notts to its friends), so I guess I should be saying it too. Champion, grand, etc. Anyway, Pablo is going to need to pick up the various coins scattered around screens, otherwise they're useless! This little routine deals with the ins and outs of the exercise.

One quick note: it would be disgustingly hard and ridiculously slow to pick up coins when Pablo actually passes in front of them, so instead he picks them up when they're on an adjacent character square. Believe you me, it's much easier to program!



```
3200 LET coins=coins+1:LET score=score+5:BEEP .2,60:GO SUB 1140
3210 IF ATTR (y,x+2)=48 OR ATTR (y+1,x+2)=48 OR ATTR (y+2,x+2)=48 THEN PRINT AT y,x+2;PAPER 7;INK 0;" ";AT y+1,x+2;" ";AT y+2,x+2;" ":RETURN
3220 IF ATTR (y,x-1)=48 OR ATTR (y+1,x-1)=48 OR ATTR (y+2,x-1)=48 THEN PRINT AT y,x-1;PAPER 7;INK 0;" ";AT y+1,x-1;" ";AT y+2,x-1;" ":RETURN
3230 IF fall=1 THEN PRINT AT y+3,x;PAPER 7;INK 0;" ":RETURN
3240 PRINT AT y-1,x;PAPER 7;INK 0;" ":RETURN
```

ng Launderette



Jump



Here it is, at last, the routine you've all been waiting for... Or perhaps not. It all depends on how much you like jump routines, I suppose. If you look back at the Main Loop listing you will see that the value in the variable **jump** can be either 105 if you're jumping straight up, or eight if you're jumping left or right. If you study the listing you will see that it just controls the amount of jumping Pablo does and the detection routines. Hardly state-of-the-art, but pretty damn useful! Also within the routine are lines which employ the lovely variable **moved** and stop you from jumping any further if you hit the walls or platforms. This is for two reasons – to stop you from cheating (you scallywags!) and to prevent Pablo from flashing (oo-er) in mid air when he bangs his head. It's hard to describe, so you'll have to take my word there.

You'll also notice the use of the variable **dir** to change the value of **x**. That's to stop you jumping backwards – you'll look pretty blimmin' stupid if you do!

```
4000 IF jump=0 OR jump=100 THEN
RETURN
4002 IF jump>4 AND (ATTR (y-1,x)=48
OR ATTR (y-1,x+1)=48) THEN GO SUB
3200
4003 IF jump<5 AND dir=1 AND (ATTR
(y,x+2)=48 OR ATTR (y+1,x+2)=48 OR
ATTR (y+2,x+2)=48) THEN GO SUB
3200
4004 IF jump<5 AND dir=-1 AND (ATTR
(y,x-1)=48 OR ATTR (y+1,x-1)=48 OR
ATTR (y+2,x-1)=48) THEN GO SUB
3200
4005 LET moved=0
4010 GO SUB 2000
4020 IF jump>4 AND ATTR (y-1,x)<>23
AND ATTR (y-1,x+1)<>23 THEN LET
y=y-1:LET moved=1
4023 IF jump>100 AND (ATTR (y-
1,x)=23 OR ATTR (y-1,x+1)=23) THEN
LET jump=101:GO TO 4030
4025 IF jump>4 AND (ATTR (y-1,x)=23
OR ATTR (y-1,x+1)=23) THEN LET
jump=5
4030 IF jump<5 AND ATTR (y+2,x-
1)<>23 AND dir=-1 OR jump<5 AND
ATTR (y+2,x+2)<>23 AND dir=1 THEN
LET x=x+dir:LET moved=1
4040 GO SUB 3000
4050 IF moved THEN BEEP .02,14
4060 LET jump=jump-1
4070 GO TO 4000
```

LITTLE TIP

Here's a little summat I often put in my programs... **9999 BORDER 7: PAPER 7: INK 0: CLS**
It's useful if you're going to have to BREAK out of a program and the attributes are likely to be messed up. Just type **GO TO 9999** straight after pressing BREAK, and you're freshened up, ready to work again. Just a little tip, as I say.

Epilogue

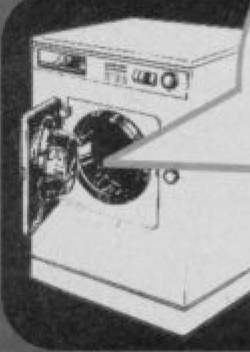
You pick up some strange ideas from watching The Invaders, you know. *(Eh? Ed)* Well, each episode of the show is split into four parts, with a prologue and an epilogue. *(Oh. Ed)* Exactly. But back to *The Pathetic Pablo Brothers*. By now you should have a fully functioning Pablo in a game that's just beginning to work. You'll notice that there's no effect when you get to the door or stand on a spike, just a feeble whine. However, by now you should have a pretty good idea of how it all works. And now... a drum solo! Listen to this – oh, sorry, I forgot that you're effectively deafened by the silence. Never mind. Save the prog after the first instalment with SAVE "PABLO2", VERIFY it and RUN that funky code. Good, eh?

HOW TO PRETEND TO BE A PROGRAMMER

Well, it seems that I've run out of Your Sinclair Automatic micro powder with part of a sheet still to clean up, so I've come up with this handy poseur's guide.

If you feel like a social outcast because you're still a Speccy owner (and good on yer!), at least be a 'cult' social outcast – a programmer! Here are ten steps to transform even the most butter-fingered wannabes...

- Don't sleep for thirty-six hours, and then sleep for twelve hours to even out the days.
- Drink lots of coffee with as much caffeine in it as possible. Not only does it help with the bloodshot eyes, you will become snappy and aggressive, and without a doubt hard to approach. Tesco Economy Rich Teas make a good accompaniment.
- Develop a strange sense in musical enjoyment. It's no good listening to Take That or 2 Unlimited, it will kill the image you're portraying. I listen to old/rare/imported KLF stuff and The Orb a lot, but anything quite hard to get hold of will do.
- Get a cat if you haven't got one already.
- Eat rice or pasta and a lot of fish, but remember that you'll be eating very irregularly, so eat as much as possible.
- Do weird things like building models of cows out of Coke cans to pass the time when your eyes feel like they're going to be sick all over your TV.
- Never iron your clothes.
- Get a really rusty bike to get you from A to B, albeit slowly.
- Err, let's make it eight steps, shall we?
- Yes, I think we shall.



Erk City! Another month ends, another washing machine door closes. Join me, Steve Anderson, some other time in the same place, for levels and (gulp) death. Yikes!

TO PROTECT AND SERVE

SPEC TEC JR

Got a problem? Get it solved! With

SIMON COOKE

SPEC TEC Junior



Intimidated by interrupts? Come right on in and let Jr explain all!

'Tis the season to be jolly, eat lots of food and sit on holly! After carefully dry-cleaning my trenchcoat and hat of the remains of at least five tons of Extra-Fruit yoghurt, I'm back in the detective business. Currently I'm nosing around in the back kitchen of the "Watts Gon Wong" chinese takeaway, somewhere in the back streets of Bath. The reason for all this (apart from a sudden craving for king prawn curry and fried rice) is that I've been hired to find out why fortune cookies have suddenly been appearing worldwide without messages inside. (Looks up and sees sign pasted on the wall). Ah! Fortune Cookie slogans this way... (Walks) Hmmmmmmmm. What's this "Out of Order" sign on the door? I'll just take a peek inside... (Carefully pulls down handle). Very strange – this room's totally empty except for a very Star Trek style round pad in one corner. Who says I'm not one for jumping feet first into a situation? GERONIMO! (Tinkling sound as the intrepid detective runs onto the transporter pad, and disappears...)

STYLE TRIAL

I've been programming for a couple of years, and always run intothe same problems. How can I obtain different fonts without using any packages or designers?

J Fickey
Plymouth, Devon

I have a number of questions that I need answering: 1) I have just typed in "Finder" from Program Pitstop in the June '88 ish. This program is supposed to enable you to take sprites from games. However, I want to know how to load a program in to search through. 2) How do I alter the character set for a BASIC game that I'm writing? 3) How do I prevent the main program's name overwriting the loading screen? 4) I read that you could prevent people editing letters when the computer asks for a variable by turning the variable into a string, however, I need to keep the variable as it is. So how can I do it? 5) Was there something wrong with the ASCII search listing in the April '89 ish?

J Phillips



Mr Fickey's letter was a lot longer than I've printed – I'll go through the rest of it next month! But back to the point. To set your own font up, load it to an address (such as 64000) in memory, and do this:

RANDOMIZE address-256: POKE 23606,PEEK 23670: POKE 23607, PEEK 23671

"Address" is the address that the font has been loaded into. In the Spectrum (and SAM) system, the character set address is always 256 less than the actual address the font is placed at. This is because the font is stored as all of the characters from the space (ASCII 32) to the copyright symbol (ASCII 127).

*Instead of working out the font address by subtracting 32, then multiplying by 8 and adding to the font's start address, the ASCII value of the character is multiplied by 8, then added to the font address-256 (256 just so happens to be 32*8).*

So this does exactly the same thing, but takes up less code – which was very good for the Spectrum's designers as they had to cram everything into 16k! The font is stored in the same way UDG's are – all of the characters from 32 to 127 are stored in UDG form, with each character thus being 8 bytes long, forming a grand total of 768 bytes for the font's overall length. The Finder program needs the programs to grab stuff from in memory when you use it – so you'll have to use a game or prog with a BASIC loader that you can escape from when the data holding the graphics has been loaded in – then just load up Finder, and you're off.

To stop the loading name from overwriting your screen, set up the following in your loader program:

INK 8: PAPER 8: FLASH 8: BRIGHT 8: INVERSE 0: OVER 1

Then name whatever you save similarly to this. If it is a program:

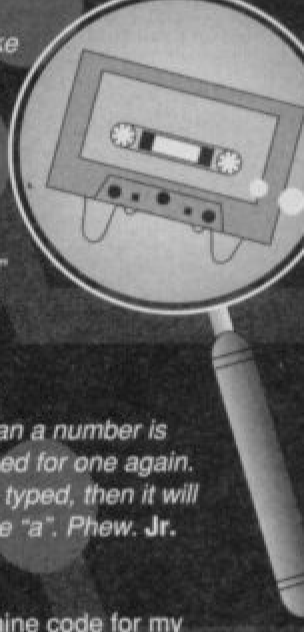
SAVE CHR$ 23+CHR$ 0+"Program:"

or for a CODE file:

SAVE CHR$ 23+CHR$ 0+"Bytes:"

This will remove the message from the screen the instant it is printed, but leaving your picture intact.

The ASCII search listing in the April '89 ish of YS was messed up by David McCandless when he ran the Pitstop. I think the fix for his mistakes was printed in the next issue of YS, but I can't be sure. To make people only type in numbers in an INPUT request, use something rather like this routine:



```
100 INPUT "A number:";LINE a$
101 IF a$=""
THEN GOTO 100
110 FOR l=1 TO
LEN a$: IF a$(l)<"0"
OR a$(l)>"9" THEN
GOTO 100
120 NEXT l
130 LET a=VAL a$
```

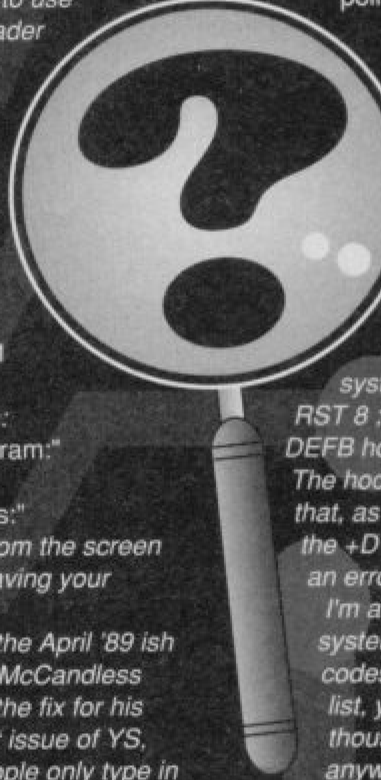
If anything other than a number is typed, you'll be asked for one again. If a valid number is typed, then it will come out in variable "a". Phew. **Jr.**

D-DAY

I am studying machine code for my Spectrum +2 (with +D interface and disk drive) and need some information. I am writing a program in machine code and, at some point in the program, want to load a block of code from disk.

The trouble is that I don't know how to do this or what the relevant op-codes are. I would be very grateful if you could help me.

D Russell
Bridgend, Mid Glamorgan

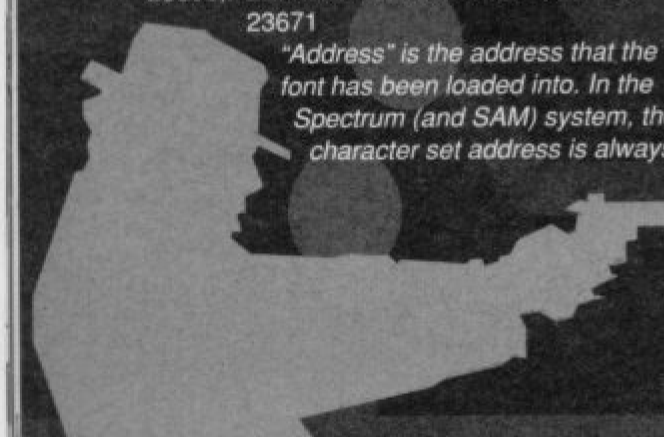


Unfortunately, I can't help much here. To access the +D system, you use:

```
RST 8 ;access Speccy's error handler
DEFB hook code
```

The hook code is a special data byte that, as you may have guessed, prods the +D into action rather than reporting an error.

I'm afraid that I don't have a +D system, so don't know the actual hook codes. If anyone could write in with a list, you'll be helping out possibly thousands of people (or at least one anyway). **Jr.**



CRACKED!

SPECIAL INVESTIGATION SOLVED

INTERRUPTIONS INTERRUPTIONS!
I have managed to do an interrupt routine that works with my game that's in BASIC. The problem is that my game is 128K only and when I try to use interrupts in 128K BASIC it always crashes.

If I loaded it in 48 BASIC the interrupts work fine. Please could you tell me a way that I can use interrupts in 128 BASIC.
D Birch
Stockport

Right then – here we go with the Spec Tec guide to interrupts. On the Spectrum, only interrupt mode 2 is available for use by programmers. This is set up using the I register as a pointer to a table of 256 values.

Because "I" is used as the high part of the pointer address, and a random value is produced by the Spectrum's hardware (this is not strictly true, but for our purposes, it will do) for the low part of the address, it is not possible to work out exactly where the Z80 will look when the interrupt occurs. To get around this, we put a table of 257 identical values at the address &xx00, where &xx is what we set "I" to.

Whatever value we put in this table will be where the processor CALLs when an interrupt occurs. For example, if the table is filled with &80, the processor will jump to &8080, or address 32896. It is important NOT to choose an address which would sit in the middle of our interrupt pointer table: e.g. Table is at &E000, and the data in the table is &E0 – making the CALL address &E0E0, which is right in the middle of the table!

On the Spectrum, any value of "I" between &80 and &FF (from 32768 to 65535) is valid (others may crash the machine). On the +2 and +3, a problem occurs with the paging system. If the interrupt routine sits in a "contended memory" page (see the 128K manual for details of which pages these are), where the display system shares the memory with the CPU, the machine can crash, or throw garbage up onto the screen. So unless you are very good at mapping out your memory, it is best to keep "I" between &80 and &BF.

On the SAM there is no problem with values for "I", so it is possible to have your routine anywhere – but make sure that you don't page it out at all. IM 2 is not really usable with BASIC running on the SAM, and you really don't need to use it if you still want BASIC – just change the FRAME (or other) interrupt vectors to suit your needs. To initialise our interrupt routine, use:

```
DI ;disable interrupts
LD A,&xx ;where &xx is the high byte of ;the
interrupt table address
LD I,A ;set I register
LD HL,&xx00 ;create pointer table using
LD DE,&xx01 ;LDIR to copy the data 257
LD BC,&100 ;times.
LD (HL),&zz ;&zz is the interrupt handler
LDIR ;address high (or low) byte
IM 2 ;set interrupt mode 2
EI ;Rest of m/code...
```

The interrupt routine itself sits at the address &zz zz. You do not need to disable interrupts – when the Z80 calls your routine, it handles that automatically. (It's surprising how many commercial programs start their interrupt routines with an unnecessary DI!) You do, however, need to store all of the registers you (or any routines you call) are likely to alter. Also, don't use IY if you are running your routines while still using BASIC, as that register is used in BASIC's error handling routines.

```
;Interrupt handler routine
PUSH AF ;store registers. At this point on the
;SAM, the type of interrupt happening would
;probably be read
EX AF,AF'
PUSH AF
PUSH HL
PUSH DE
PUSH BC
EXX
PUSH HL
PUSH DE
PUSH BC
PUSH IX
PUSH IY
;Your routines would be called from here –
;NB: if you keep BASIC running, you will also
;have to CALL BASIC's key scanning
;routines so that the system does not crash.
POP IY ;restore registers to their
POP IX ;values when they entered our
;interrupt routine
POP BC
POP DE
POP HL
EXX
POP BC
POP DE
POP HL
POP AF
EX AF,AF'
POP AF
EI ;re-enable interrupts
RET ;return to the main program.
```

You have to re-enable interrupts using EI – otherwise your interrupt routine will only be called once. Also, it is not necessary to use RETI to return from an interrupt routine – this is only really used when you want to keep interrupts enabled within your interrupt routine – which is very unlikely. If you ever want to get rid of your interrupt routine and return to using the standard Speccy ROM one, use this routine:

```
;Switch back to ROM interrupts
routine
DI
LD A,&3F; leave "I" with a tidy value
LD I,A
IM 1 ;set interrupt mode 1
EI
RET
;And that's that
```

It is wise to do this when you want to finish your program and return to BASIC, as otherwise your interrupt handler will keep on going regardless of whatever the user is doing. That's interrupts for you – but if anyone wants any more help, write to me, and I'll give it to you. **Jr.**

BARBED WIRE
We are writing to you to inform you of a protection POKE for use in BASIC games: POKE 23570,2. When used it will let the hacker break in, but as soon as he presses <Enter> the computer will lock up. This will not affect your programs at all.
Marc Hayes
Poole, Dorset

Nice one, Marc. Very crafty it is, too! For the interested among you, it alters the address used by the BASIC editor for transferring data by directly altering the channel data. It's very nice in that it will let you display a copyright message, yet freeze the computer so that nosey people get well and truly stuck! Also, for some reason the POKE gives a continuous high pitched beepy sound – so it sounds like some kind of alarm has been tripped. Goodies are on their way. **Jr.**

CRIMSON PERMANENT ASSURANCE
Just a quick addition to the Oct '91 piece on key scanning routines. With a +2A or +3...

```
LOOP: CALL 0703 ;that's a decimal address
CP N ;where N is the code of the key
JR NZ, LOOP; not the key, so back again
;rest of program
```

D Hall Jr
Nuneaton, Warwickshire

Short but sweet. Love it. **Jr.**

COOL IT-I'M ON THE CASE

(Tinkling sound ending with a crunch as detective reappears in mid-run, and meets face-first with a wall). Ouch! I took a shot of bourbon and then handed it over to the man in the corner of the room. A man who is famed for reindeer, drinking sherry, eating mince pies, squeezing down chimneys and now, it seems, writing all the messages you find inside fortune cookies – Mr. Claus himself. "So then," I said to him. "What's up?" "I've got the flu!" he said bitterly. "I've been doing this job for over 200 years, and now – on Christmas Eve of all days – I come down with a cold. And there's no chemist open to get some Beechams from." "Do you mean to tell me that not only do you spend all your time writing the cryptic messages found inside those annoying little pastry shells, but that you also can't do your job tonight? What are you going to do about it?" Santa reached into his pocket and pulled out a fortune cookie. He stood up, coughed, and walked over to me. I opened the fortune cookie and read it. "Your mission, Simon, if you decide to accept it, is to deliver presents to enough people to give me time to find an open chemist's." I gulped. "I accept", I told him.

Turn back to page 33 if you want to know what happens next! After you've done that, then send your pleas to **Spec Tec Jr at Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.**

Public House

Having given up on the Brit special altogether, Jon instead turns his attentions to a fabled megademo and something that isn't PD at all. Take it away, Mr Tambourine Man! (Someone turn that Byrds tape off.)

Compiling Public House has been made infinitely easier by my recently buying a +D disk interface and drive. Y'see, in Europe the +3 is (rightly) ignored (horrible machine). Instead, the programmers have armed themselves with third-party 3.5" disk drives, thus cutting out all the tedious loading from tape (especially when you're dealing with fourteen-part megademos). And what have we here? It's a fourteen-part megademo. Quite a famous one in fact. Pray silence folks, it's the...

Legendary Spectrum Demo

by Pentagram

Occasionally naughty

Long since dismissed as a cruel joke by the PD fraternity, Pentagram's megademo has, at last, actually appeared. Hurrah, eh? By far the biggest demo yet seen (compressed, it takes up 248K), *LSD* is the result of over a year's work by the various members of Pentagram. So let's get started, shall we?

After a nice intro (with a lovely semi-circular scrolly) which explains that each member of Pentagram contributed two or three parts, *LSD* stumbles badly. Hacker Chris is the first programmer up to bat and his parts fail to impress (as they say). A fun bouncing logo is spoiled by a hideous attribute background; a scrolling chessboard effect pales in comparison to the one in *Shock*; and a greetings part, where you type in the name of a programmer to get a secret message, is just plain annoying. The only bit that really impressed me was a big, wavy scrolly giving a sort of underwater effect.

Things perk up with The Jokemeter.



You'll believe a Speccy can rotate a vector-mapped font around the graphic of a planet! (I could have been a film tag-line writer, you know.)

Despite putting himself down as not being a coder, Agent-X's bit has masked sprites over an animated background, with both standard and vertical attribute scrollies. A second sub-part features bouncing playing cards and two silly scrollies. Exasperatingly good stuff.

BZYK (he of *Soundtracker* fame) contributes two bob demos (you know, the moving ball effects as in *Shock* Part Seven). They're okay, with some convoluted patterns, but the second attempt's animated bobs don't work at all (as the scrolly admits) and overall you get the feeling it's all been done before. BZYK then teams up with Amst to produce an excellent 3D demo, with various balls flinging themselves about the screen and making up cubes, *LSD* logos and so on. As I say, excellent.

Amst then goes on to stretch the Speccy quite a bit with two solo efforts. First of all, a series of vector line shapes nips



Agent-X claims he's 'the world's worst coder.' Here, we see evidence of his pitiful programming. Five bouncing jokers, two scrollies, a music track and adjustable attributes. (Pause.) Rubbish. (Longer pause.) I hate him.

around and about each other, their reflections showing in a handy pool of water. Then, a message scrolly orbits a planet like the old Universal Pictures logo. Incredible. Only slightly less wonderful is the next bit, where the mighty Amst (along with BZYK) creates a sort of moving carpet of dots that wave and wobble ever so smoothly.

Now comes the most technically-impressive part of *LSD* – logos flash on and off around the screen, while a message scrolls vertically in the border. Ber-limey. (Hats off to BZYK there.) Finally, you get to see the Pentagram programmers as a load of digitised mugshots pop up on screen to the accompaniment of some fascinatingly trivial wibble.

To be honest, I found *LSD* disappointing. The quality of some of the parts (Amst's 3D work in particular) really blows your socks off, but the rest of the megademo is uneven, and at least one of the parts downright poor, which reflects badly on the superior bits. Part of the prob is, most of the coding was done over a year and a half ago, and it shows. It's not bad; simply out of date. A rather larger part of the prob is that *Shock* came out first. Compared to that tremendous megademo, *LSD* is merely extremely good.

86%



Ooo, look everyone - it's Pentagram. From the left, Agent-X, Rajsoft, Amst, BZYK and Chris. (Keep behind the line, and please do not feed the programmers.)

And now for something completely different

I've always wanted to use that line. Actually, now I've used it, I feel a great void has opened in my soul. Oh, what to do now that my purpose in life has been fulfilled? *(Stay off the plum duff, there's a good chap. Ed)* Sorry. Anyway, on to something completely different. Something that's not PD at all, in fact. (But we couldn't think of any other place to put it. Tch. So it's ended up in Public House.) *(But what is it? Readers' voices)* Erm, it's homegrown game, actually. A stock market simulator. No, no, don't laugh – it's really quite jolly. Now let me introduce it properly.

Mini Stocks 128K

by Angelo Bagassi (available from 5 Thirlmere Ave, Lakeside Gardens, Onchan, Isle of Man for £4.95 including p+p – make cheques payable to A Bagassi. Please specify which model 128K you have. Phew, what a long bracket this has become).

You're a broker out to make a killing in an ordinary day's wheeling and dealing at the stock market. After you've grasped the fundamentals of moving huge amounts of cash around in exchange for shares in ostensibly clever companies, you'll have a fine old time with this sadly-too-long-to-go-on-the-tape-otherwise-we'd-have-had-it reader game.

Despite the plodding response and overall shabbiness of the presentation, it's a horribly involved and surprisingly gripping foray into the world of high finance. I mean, I like it, and I don't even own a pair of red braces. Obviously *Mini Stocks* is not a game you can sit down in front of and get stuck into straight away, but if you keep at it (and follow the instructions, natch) you'll soon find yourself bouncing up and down in your seat, shouting 'Sell! Sell! Sell!' and pretending your empty Milk Tray box is a carphone. A fine alternative to mindless action games and an equally fine alternative to post-Christmas dinner Trivial Pursuit. Ho ho ho!

72%

As 1993 leaps into life, Speccy PD continues to threaten to take over the universe. Public House will return next month with more of the same. As always, a sae to **Prism PD, 13 Rodney Close, Bilton, Rugby CV22 7HJ** will net you details of the PD programs available. Toodle-pip for now!

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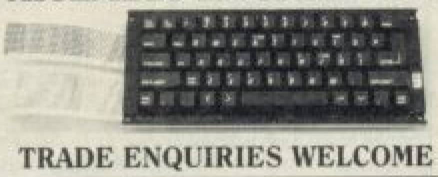
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A FESTIVE SPEC TEC TALE

Spec Tec has been summoned to Father Christmas' side. Why? Well, cos he's such an ace detective of course. Old Santa needs help and Jr is just the person to help him. But who are these strange, and rather large people, he keeps bumping into?

As I followed the coughing figure of Santa onto the transporter pad, he explained his system. "I have transporter coordinates for every single child's house in the world. It prevents all sorts of mix-ups. Now, your first batch is over there, by the present dispenser. Coordinates are on the back of the address labels. Good luck!" He shook me firmly by the hand, and then sneezed off into another room.

Oh well, time to get going I think. Now what does that label say? "Bud Pico, a hut, somewhere in the Pacific, Earth, sector ZZ9 Plural Z Alpha," I read. "Rice Krispies, a ream of sticky backed plastic, and fifty 'Nanette Newman' strength washing-up liquid bottles." I trudged around the outside of the hut with sack in hand, and battered away at the door knocker (which was made out of half a coconut shell and a cardboard tube from a used loo-roll) until the door swung open. I walked in. "Hello Bud," I said, tripping over the end of his hammock. The sack spilled Rice Krispies all over the floor. "Hello Simon," he replied. "I've been reading your column in YS. I think it really



needs a piece on 'How to interface your Spectrum to a Tefal Teasmade special.' "Well, Bud, I'm only here to give you your Christmas presents. I agree with you though – but it should be more along the lines of 'Spec Tec Jr interviews Madonna, tonight on Channel Four'. Enough meaningless chatter. How about a few words of wisdom for the readers at home?" "Well, all I'd like to tell everybody is to save old egg cartons, and I'll show you how to make your own personalised satellite dish. Other than that, nothing more I can tell you. But there's someone else here who'd like to talk to you..." Bud pointed in the general direction of the sack, under which a figure was clawing his way out of a sea of Rice Krispies and oozing washing-up liquid. When he finally made his way out, he lunged for me. "My plane crashed and I drifted ashore here. Please take me back with you, I want my old job back... Just don't leave me here," pleaded a very dishevelled-looking Adam Waring. "Erm," I mumbled, facing almost certain redundancy. "Well, I might come back for you later. I'll give Captain Mahoney your regards." I ducked out of the hut and ran for it.

"Phew," I thought as I dematerialised. "Nearly had it there!" I grabbed the next sack to come sliding out of the machine. Punching in the coordinates, I stumbled into the transporter. When I stumbled out again, I was in a darkened room. The only light I could see was a small candle at one end. "Where am I?" I murmured. "Hey man, what a groovy concept!" I heard a female voice say. I realised that the candle I had seen had a



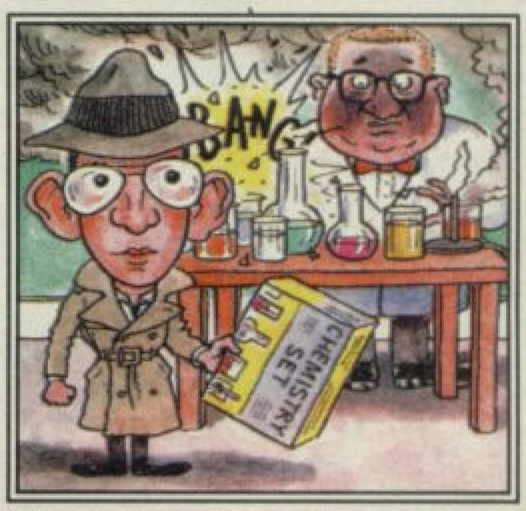
person behind it. It was also filling the air with a pungent smell. "Who are you?" I asked. The woman sitting in the lotus position merely pointed to the label on the sack. "Soya Pico. Existentialist, pantheistical hippy. Enjoys free love, strange smells and vegetarian cooking. One consignment of ozone-friendly joss-sticks." "Okay then. Where's Santa?" I moved closer to the light. "Well, Santa's ill with the flu, so I'm taking his place this year." "He's ill, eh? Could have told him so. He wouldn't even touch the lentil pies I left for him – very unhealthy eating all those mince ones. Anyway, how can I help?" "Do you know where there's a chemist's open?" I asked. "Well, I don't – but I know a woman who does! Madame Pico will know what to do." With that, Soya let out a loud and ominous "Ommmm", and got back to her yoga. Seeing that the joss-stick was going out, I grabbed one from the sack and lit it for her as I headed for the transporter...

I managed to locate Madame Pico's sack of gifts. Flinging it over my shoulder, I headed off into the unknown. "Hello dearie! Cross my palm with silver and come into my mystical world. Put the bag down in the corner..." She peered into her crystal ball. "Sit down Simon, Madame Pico knows all... What did you come here for? Sorry, old ball-gazer's joke." I told her the story. "Santa's ill with the flu, and I've taken his place. Soya told me you'd know what to do." Madame P glanced at the sack. "Wait a second. First things first – what's in there?" I read the contents out for her. "One crystal ball deluxe, with retracting aerial. One pot of 'Mysterious Olde Cronie' facial scrub. A copy of Madonna's new book... Aren't you a bit old for this, Madame?" "How dare you!" she spluttered. "Anyway, a lady isn't supposed to reveal her age – how do you know I'm not just gone twenty under all this make-up, eh? Besides – this isn't THAT one. It's the sequel – SOX. All about the mystical art of knit-one purl-one." "Sorry Ms Pico. Anyway, can thou aid me in my quest, O mysterious crone?" I declaimed. "Been reading too much Shakespeare if you ask me young man!" she giggled.



"But seeing as you've got a nice face, and tip generously, I'll let you know. Seek out Femto Pico, my long lost nephew twice removed and you'll find the answer you seek. Farewell." At last – a clue! I scurried for the transporter...

In a few seconds I was able to find the right sack, and punched in the coordinates. I was away again. "Arrgh! Who are you? I had enough of this last Christmas – that time all of my relatives came to visit," he cried. "There there, Femto. I'm not here for anything nearly as emotionally disruptive as that." I patted him comradely on the shoulder. "I've just got your Christmas presents – a new chemistry set that doubles as an unpleasant nerve gas, a 12000 megaton nuclear device and a feather duvet with a tog rating of fifty-four. But if you could help me with Santa, I'd be very grateful." I handed him his sack. "He's come down with the flu, and I'm just standing in for him until he can find some kind of cold powder." "All right then, I'll see what I can do. Sure you don't want anything else? I could do you a nice pair of jet-powered roller skates that also act as a powerful skunk repellant," he offered as he unpacked the chemistry set from the bag. "No. Just something to take the edge off Santa's cold will be okay." "Beecham smeecham. He'll be right as rain when I've finished with him. Just let me pour this into this..." There was a sudden and slightly embarrassed bang. "Haha. I meant to do that." He uncorked another bottle.



"Ahhh, one ACME cold powder to repair the most battle-scarred of sinuses!" I took the bubbling powder and headed towards the transporter pad. As I beamed up he seemed to remember something. "Don't shake it up or it will explode!" Oh, great...

As soon as I was back in Santa's grotto, I headed for his bedroom. Throwing open the bottle, I threw the hot green liquid down his throat. Santa started glowing. After a while he turned blue. Then he turned into a bewildered canary. Finally he turned back into himself, fit as a fiddle and raring to go. "So, Simon – now for you.' He tapped the side of his nose confidentially. "And there's no need to tell me what you want for Christmas." Reaching into his pocket, he pulled out the one thing I'd always wanted – a golden ASIC upgrade chip for my SAM – one of only fifty ever produced! Shaking Santa's hand, I made my farewells. Beard flapping, Santa made his way towards the transporter pad, waved a solemn goodbye, and then took a running jump and landed heavily. There was an explosiony crump and a tinkly sound as Santa teleported out. If only I'd given him Femto's warning!

Oh well – no use crying over spilt milk (or split Santa). That's another case closed – remember, no job is too big or small for Spec Tec Jr!

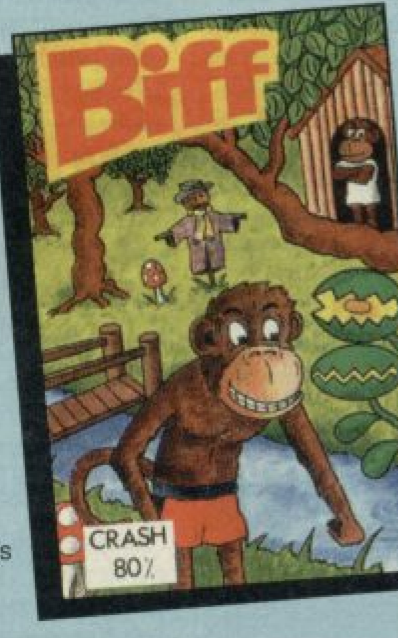
Santa is recovering in the Magic Roundabout Hospital for Mythical Characters. The Picos are appearing in panto. The current whereabouts of Adam Waring are unknown, as usual.

YS GOES... BEHIND THE SCENES AT BEYOND

The atmosphere in the Shed was so tense you could not only cut it with a knife, but divide it into handy-sized squares and package it as instant tension for the convenience of busy people who didn't have time to create their own. Linda and Andy paced up and down. Jon paced down and up for variation. Would their visitor manage to negotiate Bath's one-way system? Come to think of it, would he manage to find Bath at all? Suddenly, the phone rang. 'There's a JIM SCOTT from BEYOND BELIEF here to see you.' 'How odd,' remarked Linda. 'I didn't know it was possible to pronounce capital letters.' Jon said nothing. He had already bundled Jim into a cupboard, and his interviewing pencil was poised for action.

YS: How did Beyond Belief come to be?
Jim: At the tender and endearingly innocent age of sixteen, when I was still at school, I wrote an arcade boxing game for the Speccy called *Out For The Count*. After hawking it around for a bit, and seeing the offers I was getting, I realised there was a fair amount of money to be made from publishing games so I set up my own company. It was called Dynamite Designs, and it didn't last long. In fact, *Out For The Count* was our only game before we metamorphosed into the Beyond Belief label we all know and love. That was back in December 1990. Ah, how time flies. (Nostalgic sniff.)

How do you define Beyond Belief's role in the marketplace, and how exactly do you go about programming all the games?
We are one of the very few original budget publishers for the Speccy. What we aim to supply are good quality games with strong subjects, like the *Jimmy's* footy management simulators, or the *Biff* arcade-adventure games, along with more original titles like *Turbulence* and *Snare*. As to programming the games, well, I've done three myself – *Devastating Blow* and the two *Jimmy's* games, *Super League* and *Soccer Manager*. The Jimmy of the titles is me, y'see. The other titles usually spring from my fertile imagination as well – I'll get a wonderful idea in the bath or something, then commission one of our regular freelancers to come up with the finished game. Mind you, *Super Wonder Dog* was sent to us by Brian Cross, the guy who did *Kung Fu Warriors* and *Hands of Stone*, completely out of the blue. And, as the YS readers will know, we were sent *Snare* by the programmers (who were selling it mail order) and we signed them up straight away. So it's a bit of a mixture really.



W Scribo (the skinhead Beyond Belief mascot captured in snow on the cover of this very magazine and soon to star in his own game) is based on a real person! Wayne Scribbens, please take a bow.

How many programmers do you employ?
Well, as I say, they're mostly freelancers. Erm, a grand total of about ten all told.

COMING FAIRLY SOON!

Soldier One
Incredibly violent shoot-'em-up with more than a hint of *Gunrunner* as you run all over horizontally-scrolling levels in an effort to save the universe, or something. Everything moves at a fair old rate, and as each level is made up of loads of layered platforms, you can choose your own route to the big boss baddy at the end.

Plenty of nasty bits as well, such as platforms cleverly disguised as bits of the background, and bits of the background which look like cleverly disguised platforms but, erm, aren't. Terrifying power-ups and billions of aliens Rottweiler-like in their tenacity complete the tricky picture.



Spaceman Spiff donned his intergalactic headrest. There was a party on Saturn tonight, so a nap in the afternoon would do him an undeniable amount of good.



Spacemen always heeded their mothers when they were younger. Eat all your greens, wear a vest, tuck your shirt in and you too could ride a spacehopper.

Biff 2
The chimp returns with more *Dizzy*-ish action in this sequel to the original game. *(Pretty obvious, really. Ed)* Erm, that's all we know about it really. Except that it's going to be bigger (and better) than the first game, with Biff riding bicycles and swimming and so on, while solving even more complicated puzzles for some as yet unspecified reason. Should be a big hit with the fans of the reasonably boffo *Biff*.



Turbulence
Unofficially known as *Astroball 2* for the simple reason it's by Balor Knight who programmed *Astroball* and it involves balls, this is an extremely strange game involving (spook!) two balls. One, suspiciously like Astroball herself, bounces around on the second, which is the size of a small planet. By altering the spin of the larger ball, you control the smaller one and collect loads of jewels while avoiding similar numbers of bad guys. Strange, strange and strange



FEATURE

BELIEF



How easy is it to get your games into the shops? I mean, we reviewed *Snare* back in the July issue, and every couple of months you say it'll be released 'any day now' but nobody's spotted it as yet.
I think you've just about answered your own question there: it's very, very difficult to get a Speccy game distributed these days. The multiples (big chains like WH Smith, John Menzies and Boots) won't take single format games, so we have to wait until the programmers have done C64 conversions before the games hit the shelves. In fact, the C64 version of *Snare* has been finished, and the game will be released at the end of November. Honestly.

So who's to blame for this state of affairs? When Ocean and US Gold pulled out of the market, everyone said this heralded the death of the Speccy, as big shops wouldn't take the lesser-known companies' games.
I don't think it's fair to say the companies are responsible for the fall off – it's the distributors that decide what goes on the shelves. You see, nowadays there are so many formats, and things like the console games make so much money, that the distributors don't share their time among all the formats – they stick with the moneymakers. So things like the 8-bits suffer as a result. To get the distributors to take any notice, you have to have a game on as many formats as possible. But putting anything on console is well nigh impossible unless you're a multinational corporation because of those monopolising... *(Large portion of answer cut to avoid trouble and fat lawsuits. Ed)* with chickens.

Erm, quite. But surely it can't all be bad news.
Oh, no. Although the major chains are decreasing their Speccy coverage, the independents are stepping theirs up. A Speccy budget game doesn't take up a lot of room (unlike the 16-bit and console games with their incredibly large packaging) so it makes sense for a shop to stock a load of them instead of just a select few 16-bit games. The Speccy will survive. I mean, you can still find BBC and Atari XL games on the shelves.

What about mail order companies?
I don't think mail order is a big thing at the moment – people are still influenced by walking into a shop and seeing what's available on the shelves. But mail order has to be the only way to go. There are millions of Speccies in the world – you can't just kill it off. No matter how much those rotten people try. Here, I didn't say that.

Sorry, a bit of creative editing there. Or should that be, putting words into people's mouths in an entirely naughty fashion? Here, I didn't say that.
Two people can play at this creative editing game, you young shaver.

But enough of this crazy, zany-type humour. Now for the sixty-four million dollar question. Will Beyond Belief continue to support the Speccy?
Yes. We've got a slew of games ready to roll (as soon as the C64 conversions have been done) and a fair number planned for the future. We'll be there until the bitter end!

Well, that's nice to know. Jim Scott, thank you ever so much.
Can I have my sixty-four million dollars now?

Oh, hush. Just tell the nice readers your telephone number so they can get in touch.
Spoilsport. It's 0933 57998. Bye, y'all.

Jim Scott supports Ipswich Town! But we won't hold it against him.

again, but if it can capture even a thimbleful of *Astroball*'s addictiveness, we should be in for a major treat.

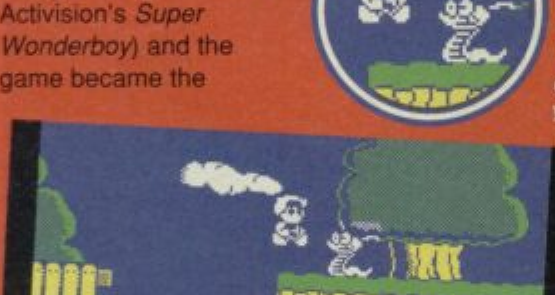
Super Wonder Dog

Or *Super Wonder Kid*, as the title screen proclaimed when it plopped onto Jim's desk. One quick rename later (the original being a tad too similar to Activision's *Super Wonderboy*) and the game became the adventures of a Jack Russell terrier endowed with supercanine powers. 'It's another one from Brian Cross,' says Jim. 'He was fed up of being told you can't do scrolling colour on the Speccy, so he sat down and wrote this.' And by jingo, it's looking rather nice. Not up to the *Cobra* standards, but the best seen on the Speccy for many a month nonetheless. The game itself, as the (original) title implies, is a *Wonderboy*-ish platform romp with plenty of villains scattered about the place. Your objective's a bit hazy at this point (the plot's being rewritten as we speak. Well, as I speak. Well, as I write and you read actually) but it's sure to involve heroic deeds and thwacking some boss monster or another.

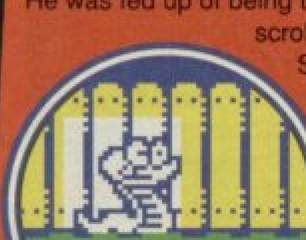




What a little angel! Erm, I think this might mean that the chubby chappy's dead. Oh well, he had a good life. Only yesterday his mum took him to McDonald's.



Before your very eyes, this little lad will turn into a dog. But you'll have to wait 'til the next issue. At least.



The Adventures of W Scribo

Readers who tuned into this very magazine not so many months ago will know that the covergame *Haunted House* was originally going to be *The Adventures of W Scribo*. 'We were going to change the main sprite and beef the game up a bit,' confided Jim in a waggly-eyebrow sort of way. But! With YS bribing the programmer with some sweets and a broken plastic donkey, Beyond Belief were left still looking for a game to showcase their incredible mascot. In fact, they're still looking. Who knows what form the game will take? YS favours the fantasy role-playing style, with the player controlling Scribo in his quest to unite the Tribes of Bong and recover the Sacred Antelope of Squash, but then again we're like that.

REPLAY

It's a hard life stuck here on the top right of the page. No one appreciates me. They just want to read Replay. (Sigh.)

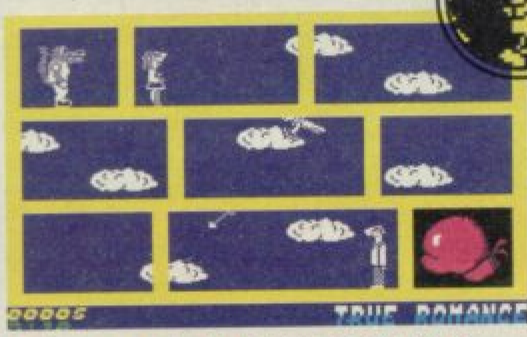
DOC CROC'S OUTRAGEOUS ADVENTURES

Zeppelin/£3.99
☎ 091 385 7755

Originally released under the moniker *Round the Bend*, this was a tie-in with the children's television series of the same name. Quite why Zeppelin have decided to change the name is beyond me. The only reason I can think of is that it sounds more trendy, but then again the word outrageous isn't really that amazing. Maybe it's not on telly anymore. *(That's it! Jon)*

Doc Croc is the editor of a comic and his video printing press has blown up, scattering the pieces and the pages of the comic all around the sewer. Oh yes, all this takes place in the sewers. Lou





Elizabeth was a girl with her head resolutely in the clouds and her feet rooted firmly in the air. Norman often despaired. Quietly. By himself.

Brush sets off to look for the pieces of machinery whilst Doc Croc, Jemima Wellington-Green and Vaudeville Vince Vermin (ahem!) search out their pages and punchlines. The idea is to get each character to collect his or her own pages, enter them, find the punchline and return them to the office. All this has to be done within a certain time limit so, with four characters to control, there's no time to lose. In practice, this is all a lot more difficult than it sounds. All the characters and tunnels make it very confusing, but the main flaw of the game is that it doesn't really pull you in at all. You make a character tumble into the sewer, shrug your shoulders and go and see about another character.

This isn't right! When you lose your croc you should despair and wring your hands. But in *Doc Croc's Outrageous Adventure*, you simply don't care. It's not a bad game at all, it just doesn't have that something that really draws you into a game. The graphics are clear enough and the gameplay's pretty standard jump-onto-the platforms-and-avoid-the-nasties stuff but quite enjoyable. It's not that there's anything really wrong with the game, *Doc Croc's Outrageous Adventures* is just, like, okay. **Linda** ✪



69%

JIMMY'S SUPER LEAGUE

Beyond Belief/£3.99
☎ 0933 57998

We originally saw this 'un way back in the mists of time (issue 75 actually), when James gave it the once-over and proclaimed it worthy of 58%. Since then, the gameplay's been tweaked here and there, with the player intelligence routines falling prey to a bit o' rewriting and the various options having a mite more user-



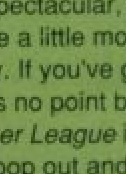
"It is, isn't it? In fact, that's probably the best ball through I've ever seen in my life. What do you think, Jimmy?" "Yeah, yeah. A good ball through. Definitely."

friendliness built into them. So we thought we'd take another look at it.

As usual, you're the manager of a struggling club and have to climb to the top etc etc etc, and also as usual (well, these days anyway) the main screen is a whizz-your-pointer-around-the-cluttered-desk thang. Slight humour is introduced with the team, who all have strange names and apparently are all based on real-life people. (Yes, W Scribo makes his obligatory appearance here as well.)



So, what's *Jimmy's Version 2.0* like then? For a start, more like *Jimmy's 1.1* – the changes aren't spectacular, and just serve to make the game a little more rounded and less pernickety. If you've got the first version, there's no point buying this one, but if *Jimmy's Super League* isn't yet gracing your shelves, pop out and swap your pocket money for it. Nowhere near the giddy heights of all-time fave *Tracksuit Manager*, but pretty good fun all the same. **Jon** ✪

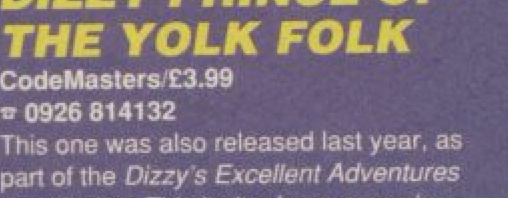


62%

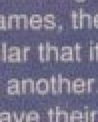
DIZZY PRINCE OF THE YOLK FOLK

CodeMasters/£3.99
☎ 0926 814132

This one was also released last year, as part of the *Dizzy's Excellent Adventures* compilation. This isn't a large game by Dizzy standards but it is a jolly romp through the old kingdom. As usual something nasty and evil, in this case a troll, has disturbed the peace and serenity of Yolk Folk land and it's up to Diz to get rid of the meanie and save the princess. The puzzles are of the usual standard and difficulty, and there's a magic carpet to be ridden. I really am running out of things to say about Dizzy games, they're so well known and so similar that it's quite difficult to rate one above another. I'm sure die-hard Dizzy fans have their fave adventures, but I'm fairly indiscriminate when it comes to this egg. Despite the shorter length, I was quite taken by *Prince of the Yolk Folk* when it first appeared and nothing's happened since then to make me change my mind. An all-round good egg, but nothing amazing. **Linda** ✪



Dizzy tried to remember where he'd left his whip. He remembered showing it to Daisy the evening before but, from then on, his mind was a blank.



71%

SUPER MONACO GRAND PRIX

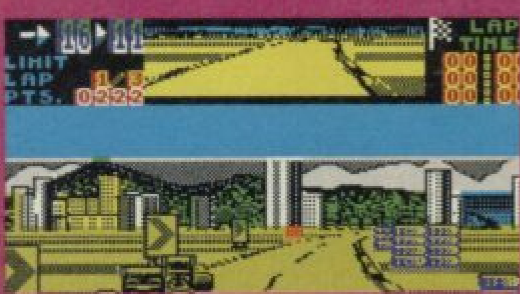
Kixx/£3.99
☎ 021 625 3388

The famous Bill and Ben – The Flowerpot Men licence under a different name, *SMGP* is a platform game with undercurrents of soul-searching and a journey to find the ultimate point of existence. *(Ladies and gentlemen, observe closely. I have nothing up my sleeves. At no time do my hands leave my wrists. Yet! What is this I pluck from behind Jon's ear? Why, 'tis a P45. Get the idea? Ed)* Erm, *Super Monaco Grand Prix*, that famous racing game, has popped up in YS no less than quite a few times before. You just can't keep a good racer down. And luckily for that last sentence, this is indeed a good racer.



The plot isn't up to much. The mad vizier has kidnapped your baby sister and threatens to take over the world unless you bring him the magic diamonds. *(Ladies and gentlemen! Observe closely. This is an ordinary collapsible top hat. Yet! With a flick of my wrist I produce... a P45! Ed)* Ha ha! Just joshing readers. In fact, the aim of the game is simply to race around a big track as fast as possible. Much like any other driving game, really. The 3D graphics are quite nippy, and there's a ooh-looks-nice-but-erm-what-use-is-it-then rear-view mirror thing at the top of the screen. You also get a choice of three playing modes (auto gearbox, four gears or seven gears) which get increasingly joystick-cracking, and a rather dangerous feeling of invincibility. It's an incredible test of skill to actually crash in this game – the other cars don't harm you and only a select few hairpin bends cause anything more than a dramatic speed reduction. But remember folks – it's just a game. Not dying stupidly in SMGP doesn't mean you can jump into your dad's Austin Allegro and drive at top speed into Nige Mansell's lead-sled expecting to walk away. So don't do it. Your dad may get slightly peeved and ban you from watching The Prisoner. Far better to stay indoors and play *Super Monaco Grand Prix*. It's fast and it's pretty playable. Just don't expect another *WEC LE Mans* and you'll be all right.

Jon ✪



Have you ever heard the saying, 'if I can't be on the road I love, then I'll love the road I'm on'? Verily, 'tis a piece of excellent wisdom.

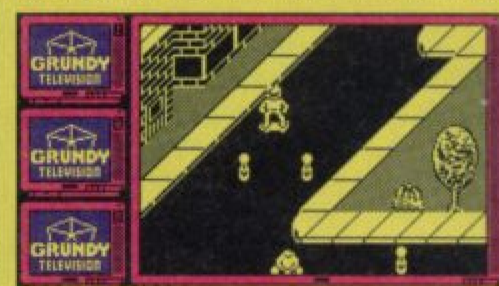




NEIGHBOURS

Zeppelin/£3.99
☎ 091 385 7755

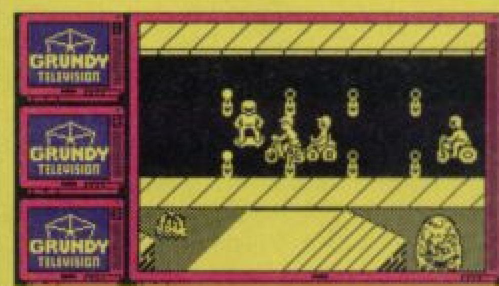
When this racing game first appeared exactly a year ago it was a tad outdated. Now, none of the characters in the game are in the television series which renders the whole concept completely worthless. You take the part of Scott Robinson and your vehicle is a, erm, skateboard. Your opponents are Charlene Ramsay on a go-kart, Henry Ramsay on a lawnmower, Mike



Dave was so excited the day that he thought he'd discovered the carrot. He threw caution to the wind and skateboarded to work.

Young on a skateboard and Matt Robinson on a motorbike. Now I used to watch Neighbours around the time this game was originally produced, and I can't for the life of me remember who Matt Robinson was. But hey! That's not important, let's have a look at the game.

The game itself is simple enough, choose your opponent and set off around



The place was a complete and utter shambles. His mum said that it was the last time John was allowed to bring the gang back for a race.

Erinsborough. To make it all a bit different, there are various obstacles to be manoeuvred around. Go through Harold Bishop's gates and avoid a tetchy Mrs Mangel, Des Clarke's car, a very young Todd's car and a bouncing kangaroo. The gameplay is a tad more difficult as your skateboard, especially the souped-up faster one, needs to be kept under strict control. At its most difficult, ie with four other racers and loads of obstacles, getting down Ramsay Street without causing damage to either yourself or one of the useless biddies who wanders out into the road is as difficult as getting past the first page of Ulysses. Despite the useless concept, this is a very fun racer. If you didn't get it the first time round, then ignore the Neighbours tie-in and have a ride round the block with this. The theme tune's there too, in a simplified but groovy kinda way! **Linda** ✪



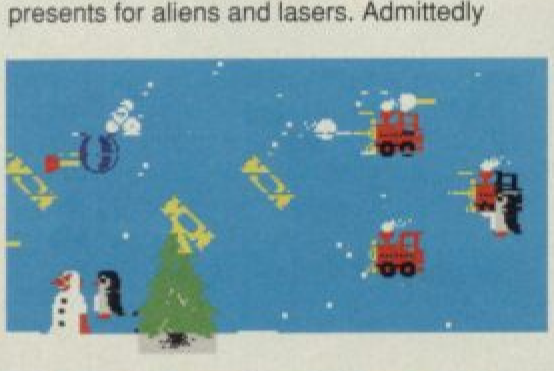


SANTA'S XMAS CAPER

Zeppelin/£3.99
☎ 021 625 3388

Mine is *Count Duckula 2*. Andy's is *Silly Invaders* (mainly because he hasn't played anything else and still can't clear a screen), but Linda's all-time crap game is none other than *Santa's Xmas Caper*. By golly, our illustrious Ed gave this game a right old pasting. Fourteen percent was the final verdict. So it was with a heavy heart that I loaded this 'un up.

And was pleasantly surprised. Linda's main bone of contention seemed to be the ludicrous perspective – Santa and his sleigh were the smallest sprites on the screen, dwarfed by all the enemies and even their bullets. This is true, but there you go. The gameplay is basically shoot-'em-up city, with the jolly plot substituting naughty pixies and presents for aliens and lasers. Admittedly



In the 'eighties there were lots of red trains everywhere. Yeah, in the 'eighties there lots of little red trains everywhere. Aawwwriiight!



Rolf Harris didn't like to disappoint the youngsters, so he tried desperately to catch up with the giant penguins from Palotoly. The crackers also proved difficult.

survival in the game is mostly a matter of luck – one broadside from the baddies and you've had it, cos there's no room to manouevre – but still, I quite enjoyed skimming the igloos of Lapland and zapping bouncing penguins. *Santa* is an appalling game – there's no denying that – but it has an endearingly tacky quality to it. Almost as if it were shouting 'I'm crap – and proud of it!' Tested on my personal scale of crap games, it comes out rather well. Leaving *Duckula 2* standing (*Santa*'s fun to play, y'see) it passes both *Tilt* and *Shadow of the Beast* (it's action-packed and easy to handle), coming to rest just behind the legendary *Friday the 13th*. For the connoisseur of crap, a necessary purchase.

Jon ✪





NEWS

West Coast *almost* there? An old SAM company bouncing back from the grave? Jon Pillar experiences a distinct feeling of dejà-vu as he unwraps the latest news.

WEST COAST RESCUE BID STILL ON THE VERGE OF SUCCESS

It seems that the return of the Coupé is all over bar the signing. Last month SAM Centre reported that negotiations between the principal parties had reached the stage of verbal agreement; now it seems they have indeed shaken hands on a deal, and only the actual signing of contracts remains. Bob Brenchley, head of FORMAT Publications, one of the companies involved with the rescue bid, told SAM Centre that hopes were extremely high that a settlement would be reached within a fortnight. Apparently West Coast Computers are so confident that they have taken a factory unit in Swansea where the new wave of Coupés will be assembled. Most probably production will not start until after Christmas – there is no way advertising could be organised in the time – and the initial intention will be to deal with existing customers.

Brenchley added that 'many nice things will happen after Christmas' and stressed that as soon as all formalities have been concluded, everybody on the SAMCo database will receive an explanatory letter. If you think your name is not on the database, or you were one of MGT's customers (all the names on their database were lost when that company went down), drop a line to FORMAT and they'll put you on the mailing list.

BLUE ALPHA RETURNS

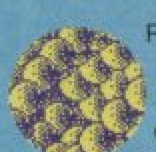
Blue Alpha Electronics, the company behind the Joymouse and the notoriously fickle Sound Sampler, is the second company to share in West Coast's good fortune. Following the return of Revelation Software in a new guise last month, Blue Alpha has bounced back as the official West Coast hardware support outfit. In addition to repairing SAMs and hardware, Blue Alpha will be designing and building new hardware, as well as producing older devices such as the Kaleidoscope. The company will also be assembling new Coupés until West Coast's factory is up and running.

RUMOUR MILL

Built-in printer ports for a new Coupé? A WIMP system to appear at last? A Swedish hard drive interface? Sensible answers to these questions? 1993, mes amis...

DEMO CITY!

After loads of letters to Public House asking why we don't cover SAM public domain demos as well, a skip and a jump through the best of the PD progs doing the rounds at the moment.



PD is a staple of the SAM world, but sadly the vast majority of it is not Coupé-specific. There are lots of demos simply ported across from the Speccy, and I daresay everybody's seen impressive graphic slideshows that have been lifted straight from the 16-bits. (Sure, they look lovely and show off the SAM well, but they're hardly original are they?) Fortunately, there are a few people out there now getting to grips with the machine and producing some fun demos, and with plenty more promised for the New Year this seemed an opportune moment to, erm, have a look at 'em. So let's do that very thing right now.

ESI are still top dogs on the demo scene (at the moment), having wowed everybody with the loads-of-balls-wibbling-around-in-patterns effect that has long propped up the Amiga PD scene. They followed this up with *Out of Colour*, a (spook!) black-and-white demo with lots of scrolling bars and bouncing sprites, and plenty of Ziutek-composed melodies showing off the upcoming *E-Tracker*. The *ESI SAM Coupé Megademo* is due just before Christmas, so by the time you read this I'll probably be drooling all over an advance copy.

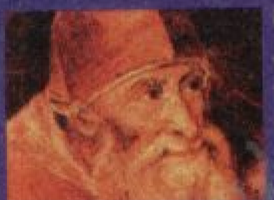


(Ha ha!) Due to be released 'around January' through FRED magazine initially, then via all the PD libraries afterwards. Legitimately or otherwise (ahem).

ENTROPY, the group headed by our own (our very own) Simon Cooke, has been releasing teaser demos ('*Entros*') for its megademo *Statues of Ice* for what seems like years. (Spook fact: there are only two *Entros* to date – it just seems far more because the darn things are *everywhere*.) With no track record in the Speccy world, Entropy are going to have to come up with some extra-special to outshine



NOSTRADAMUS PREDICTS



Arthur in pensive mood.

In which Arthur J Nostradamus takes a light-hearted* look at SAM in 1993.

*To avoid lawsuits.

January West Coast unveils the new SAM. The results of months of intensive re-design, this new model is aimed squarely at the mass-market. It is exactly the same as the Coupé, except it is black with red flashes and called the Black Lightning Mega WonderLaser-X.

February An advertising blizzard by the new company alerts the public to the new machine. The SAM 2, as the computer is code-named, is being sold as 'a CONSOLE, with CONSOLE graphics and CONSOLE sound and a BAD CONSOLE ATTITUDE.' The keyboard is played down in promotional photographs.

March West Coast continues to play the console card. Bob Brenchley is invited onto Games Master to show off the new machine. He appears wearing black leather and shouting 'Wikkeeed.' The show is never broadcast. Entropy abandons the new ASIC chip and announces a brand-new SAM upgrade. For £399 you get an Amiga 1200 and a stencil with the words 'SAM Coupé' on it.

April Chris White finishes debugging *Prince of Persia*, and announces he is to start work on a SAM conversion of CD-ROM game *The Seventh Guest* immediately. It will not be compatible with 256K machines. Several magazines receive phone calls from Codigo Software who claim they have written a game the likes of which have never been seen before. Nobody ever hears from them again.

May Dr Andy Wright programs the Coupé version of the UNIX operating system. West Coast instantly rewrite their adverts to include the words, 'Now the Black Lightning Mega WonderLaser-X can run multi-user military database environment software!'

June Colin Macdonald of FRED Publishing is assassinated by a secret service agent after attempting to take over the world. Most of Dundee is destroyed when Macdonald's bootleg nuclear missile explodes as the agent makes her getaway.

July-September West Coast continues to attack the console market (not literally).

October Both Sega and Nintendo pull out of Europe altogether after a Euro-inquiry board asks them to lower their prices if it isn't too much bother. West Coasts renames the Black Lightning Mega WonderLaser-X the SAM 2 and admits to the existence of the keyboard.

November Dr Andy Wright manages to remote-control a family of six with his Coupé.

December Belgium declares war. Some Coupé software is released.

the eagerly-awaited ESI offering. Hyped to the hilt and apparently featuring every scrolly effect possible, billions of balls and an *Asteroids* game, *Statues* should be washing up on your shores with the sixth issue of SCPDU, hitting the postboxes on December 1st.

GEOFF WINKLESS doesn't belong to a coding group (although he's trying to start one) but does have a smart sense of humour. Proving that you don't have to squeeze the ASIC to make a decent demo, Geoff's two demos to date (which have both presented with OUTLET) have been packed with pleasant scrolly effects. By the way, they're shareware rather than PD (you pay Geoff if you like the demos). I look forward to number three.

Short and sweet, eh? It seems most people are still finding their feet with the Coupé. (ESI had years to experiment with the Speccy.) If you don't fancy any of the above, just wait until coders really get the hang of SAM!

M...entre

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34 Bourton Rd, Gloucester GL4 0LE. ☎ 0452 412572

Blue Alpha Electronics
c/o Ynysforgan Farm, Morriston, Swansea SA6 6QL

FRED Publishing
40 Roundyhill, Monifieth, Dundee DD5 4RZ. ☎0382 534201

OUTLET
Chezron Software, 605 Loughborough Rd, Birstall, Leicester LE4 4NJ

SCPDU
Justin Ash, Garage Flat, Rudge Lane, Oare, Nr Marlborough, Wiltshire SN8 4JQ



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Coincidence is a funny thing; such is its nature. Dyzonium is almost identical to *Bosconian '87*, a Mastertronic arcade conversion of, erm, six years back. We are assured by the FRED people that programmer Balor Knight has never seen the Mastertronic game and that the whole thing is one enormous coincidence. Sounds fair enough.

Dyzonium suffers from one of the worst plots of all time. Plots like this were outlawed in 1983. Storylines such as *Dyzonium*'s have brought governments to the brink of fiscal disaster and caused grown men to break down and become commodity brokers for no readily explicable reason. Sit down and grip a close friend as I regale you with the gist of the inlay. Earth's energy resources have been depleted, so Dr Zyzedd sets out to gather as much of the energy-rich dyzonium crystals as possible. Out to spike his plans are 25th century time invaders from the universe of Xzonia. Right, it's all over now. Take a deep breath. Drink this glass of water. Isn't that better?


Spook fact number four: this is one of only two captions written by me this issue. Fascinating, eh?

Here's Arthur 'Two-Sheds' Jackson!

Eight-way scrolling is the name of the game with *Dyzonium*. As (aarghh) Dr Zyzedd you fly a twistily manoeuvrable fighter with fixed-wing guns (so whichever direction you're flying in, that's where the bullets go). The crystals (and a number of power-up icons) are guarded by squadrons of baddies who zip around their little sectors of space with guns blazing. You have to pick your way among the various clumps of aliens, zapping or dodging them and grabbing the valuables they're hoarding. Easier said than done. Those fixed-wing guns cause no end of trouble, as you have to fly directly at an alien to score a hit. This is tremendously difficult. Even if you do shoot a bad guy, the resulting hugely destructive explosion can just as easily kill you. Pah. Throw away your joystick and get in plenty of practice with jinking your ship about is my advice.


Spook fact number five: And this is the other one. 'Wilbur, Natalie and the twins were untouched by the wave of madness sweeping the nation. Lucky really.'

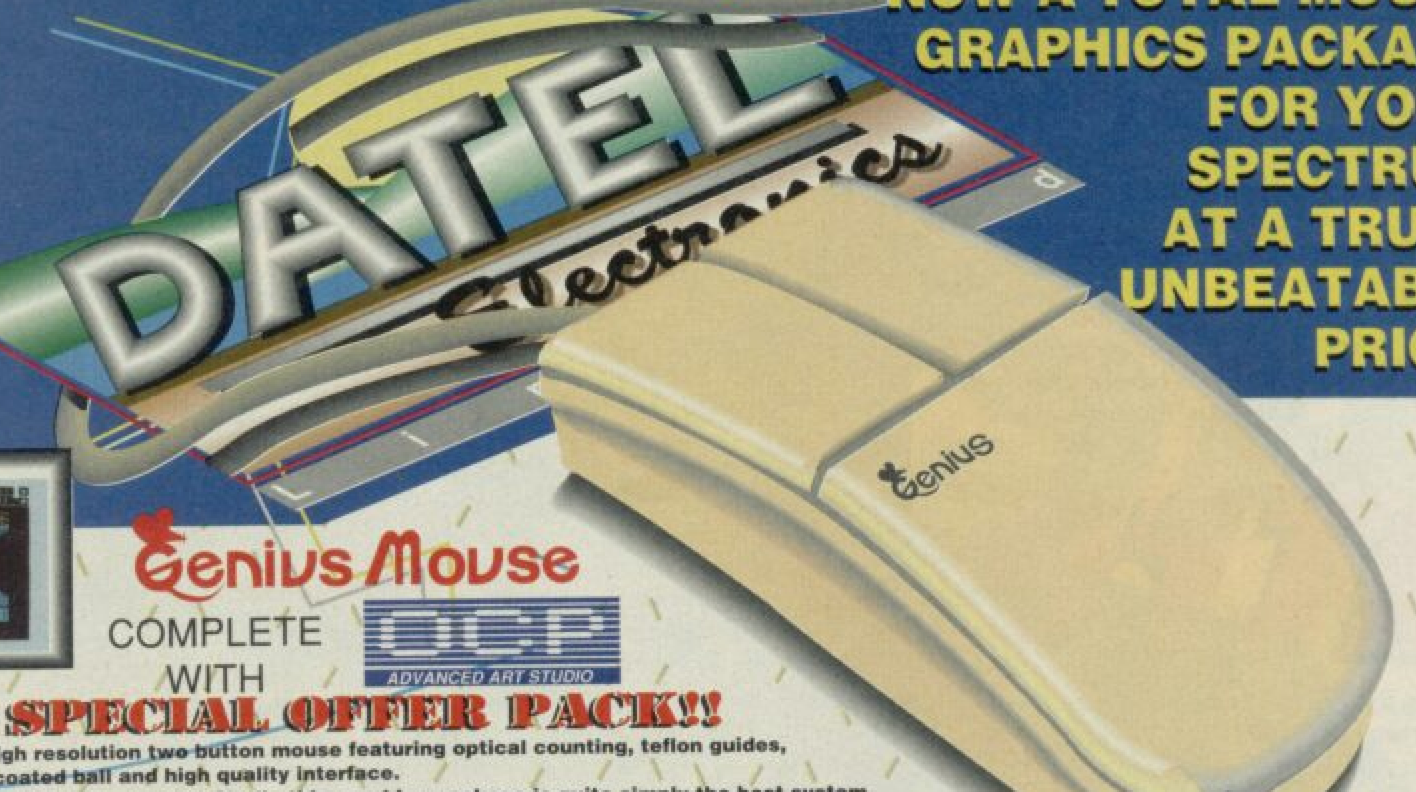
Balor Knight seems blessed with a great talent to create original and fantastically playable games, but cursed with the desire to make them unspeakably difficult. In *Dyzonium* you get one life (one!) and any hit saps vast amounts of energy. It's all you can do to stay in the skies for the first couple of hours. After that things improve, and you soon find yourself merrily sounding out the enemy defences, then taking on the smaller groups first to build up your powers before tackling the big boys. As in *Astroball*, things run at a constant not-zippy-but-fast-enough-to-keep-you-constantly-worried kind of speed. Awfully cunning. Of course, once you've had the phenomenally good luck to have shot down all the baddies and rescued all the crystals, you're then treated to the next level. There are ten in all. Nobody I know has passed Level Two. I mean, come on, even *Astroball* didn't get impossibly hard until about Level Five.


Well, what do you know! I've actually written three captions this month. Well well well. On with... (damn).

The overall effect of playing *Dyzonium* is like taking part in a 2D *Deathchase* with moving trees that fire back. You don't have to approach any of the groups – you can quite happily flit about in the spaces in between. But they're just too tempting. After watching for a bit from a safe distance, you're compelled to rush in, blast at all and sundry and (inevitably) get killed. Then (equally inevitably) have another go. If only 'tweren't so instantly tricky, we could well have been looking at Balor's third Megagame. But it is, so we aren't. Bit of a pity really.

82%

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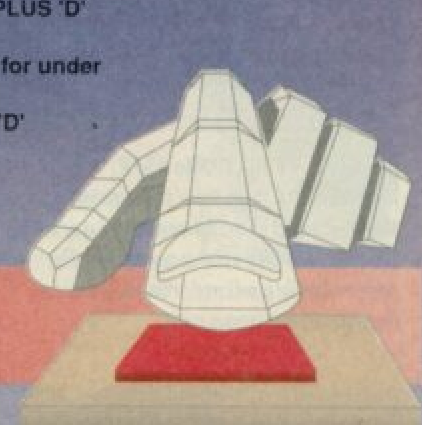
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77 MAY ONo YS77
On t'tape there's full games of *Mazemania* and *Quest Adventure* and a demo of *Tilt*. Plus! Free Indy doorhanger. Inside! *The Addams Family* previewed, *Potsworth and Co* Megagamed and tonnes more.



78 JUNE ONo YS78
What a tape! Full games of *Dark Star* and *Mission Omega*. Plus! *The Addams Family* and *Astroball* demos and the *GACPAC* utility. And! An extra-special 16 pages of tips and a fabby Steg the slug high-score card! It's happening.



79 JULY ONo YS79
Full games of *On The Run, 2112 AD* and *Non Compos Mentis 2*. Plus! A playable demo of *Turbo The Tortoise* on the tape. Inside! *Captain Dynamo, Grell and Falla, Snare* and *Steg* reviewed. Plus! Speccy hardware rounded up.



80 AUG ONo YS80
Holy haddock! YS goes Bat-bonkers with a rather super Batman special. Inside, Batman and Robin round up the bat games. On the tape – complete games of *Defenders of the Earth, Forbidden Planet* and *Logo*. Smashing!



81 SEPT ONo YS81
Popeye 3 Megapreviewed and *Sleepwalker* reviewed inside. On the tape you'll find complete games of *The Famous Five, Ant Attack, SAM Tetris* and *Block Dizzy*. Plus! *Match of the Day* demo and a PD demo.



82 OCT ONo YS82
Match of the Day and the *SAM Adventure System* reviewed. *Reckless Rufus* Megagamed. Full games of *Wriggler, Anttilis Mission, Mental Block* and *Z-Man* on t'tape. Plus! A PD utility and a SAM demo.



83 NOV ONo YS83
Full games of *Nexor, Retarded Creatures and Caverns, Haunted House* and *Tetroid*. Inside there are tonnes and tonnes of Doctor Who stuff including a Megapreview of *Dr Who – Dalek Attack*. Exterminate!



84 DEC ONo YS84
On the tape – complete game of *The Light Corridor*. Plus! *Bored of the Rings Part One*, and demo of *Sergeant Seymour*. Inside there's a *Crystal Kingdom Dizzy* review and the first part of Steve's Programming Launderette.

Please make all cheques payable to Future Publishing Ltd and send them to YS Back Issues, FREEPOST, Future Publishing, The Old Barn, Somerton, Somerset TA11 6TB. Happy Christmas!

THE CLUES!

DOWN

1. The ultimate guide to loofahs. (4)
2. Birmingham-based software house initials. (1, 1, 1)
3. Creators of *Captain Blood*. (5)
5. Life without the iron. (2)
6. Half a company, a third of a crowd. (3)
10. Taped to the front of every YS. (4)
11. Programmed *Olli and Lissa*. (1, 1, 1)
12. Not copyright. (1, 1)

ACROSS

1. YS publishers. (6)
4. Make Spectrum and SAM's CPU. (5)
7. Most plugs these days seem to have three of these. (3)
8. All right! (1, 1)
9. Steven Spielberg's long-necked dude. (1, 1)
13. One eighth of a gallon. (4)
15. These can be RAM, hard or floppy. (Oo-er!) (5)

Thanks to Richard Swann for the crossword. Send your answers to: YS January Crossword, YS, 30 Monmouth Street, Bath, Avon, BA1 2BW. The winner gets some YS goodies!

KILLER KOLUMN FROM OUTER SPACE!

Keep on Trekking
The Star Trek: The Next Generation spin off series, Deep Space Nine, will hit the US screens in January, but don't think you're going to have to wait 'til next century to see it in the UK. All you need is one of those wonders of modern technology, a video player, and by next April you should be able to watch the first episode. Y'see, that's when CIC is planning to release a tape of the first 90 minute story.

There are rumours that James Doohan, Scotty in the original Star Trek series, will be a semi-regular on the series. Considering his ever-expanding girth (and the fact that the old codger is getting on a bit and apparently not so hot at remembering his lines these days) perhaps he'll just be playing a passing moon or something equally undemanding!

Sly Move
Sylvester Stallone has bought a TARDIS for £12,500 to go in the London Picadilly branch of his Planet Hollywood series of restaurants, due to open next Spring... or has he?

The prop was sold at a London auction as 'The original TARDIS from the series' but is, in fact, a Police Box used in Dixon of Dock Green, not Doctor Who.

Krazy Kasting
- John Goodman (of Roseanne fame) as Fred Flintstone in a soon-to-come live action movie.
- Daryl Hannah has landed the big role in a remake of Attack of the Fifty Foot Woman.
- Twin Peaks' Sherilyn Fenn has been asked to star in a remake of Barbarella.
- Gerard Depardieu in the follow-up to Bladerunner. Um, this one is, like, a very vague rumour, but honest, I didn't make it up. Okay?

Seconds out (and thirds, and fourths...)
Alien 4 could also be Predator 3 as Fox pit these the two killers against each other in one mega sequel with a title that'll sound like a football score.

Colouring In
The BBC were so pleased with the results of the re-coloured version of the Doctor Who story, The Daemons (which we reported a few issues back) that two more stories have already had the same treatment: Terror of the Autons and The Silurians (starring Jon Pertwee). Both were originally shot in colour, but the BBC dumped these versions and only had black and white copies in their vaults. Now these stories have been returned to their former glory. It would be nice of Auntie Beeb to actually let us see them, though.

VIDS OF THE MONTH

- **Red Dwarf IV: Dimension Jump** (£10.99) featuring the infamous line, "Smoke me a kipper, I'll be back by breakfast."
- **Blake's 7 Tape 25 Gold/Orbit** (£10.99). More fourth season stories (ie, when it should have been called Avon's Five) and two of the very best of the entire series.


Mawdryn Undead - gaudy stuff

- **Doctor Who: Mawdryn Undead** (£10.99). Peter Davison in a very gaudy adventure wherein a set of immortals with their brains bursting out of their heads ask him to kill them. Introduces the Turlough character.
- **Doctor Who: The Aztecs** (£10.99). William Hartnell in an historical romp. This is an excellent example of '60s televisoin, but unless you're a TV history buff (and they do exist) it's really one for the fans only.

Tomorrow Today
Just a quick reminder that the new series of The Tomorrow People, starring Kristian Schmid, begins a five week run on November the 18th, so set those vids.


Tomorrow tomorrow! I love you tomorrow!

Dave Golder

NEXT MONTH!

IN THE MOST AMAZING SPEC MAG IN THE UNIVERSE





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